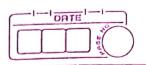


Assignment - 11 (CI)	
T Baight CIT	
Problem Definition:	
Drite C++ program to draw 3D cube 4 Perform tollowing tognsformations using OpenGol	
Perform tollowing toursformations using OpenGI	-
a> Scaling	
notalation	
directation about one axis.	
ΛI	
Objective:	
- In undexitand concept a training in Opening	
-To understand concept & features of OpenGil -To understand basic graphic functions in OpenGil -To understand and implement 3D transformations	
using OpenGIL library functions.	
Outcome:	
Student will be able to	
-understand concepts and implement features of	
OpenGil	
· To implement 3D transformations using openful	
functions.	
Theory:	
Open Graphics Library is a specification Jefining a Cross-Platform API for writing application that renders 3D computer graphics.	
lafaire a considerant API for existing ambients	
that xender. 30 computes axalhica	111
that servers or face down	
The interference consists of over 250 different	
function which can be used to draw complex	
three - scenes from simple primitives.	
	4 5 4 5



, mag	
	It is very popular in video games industry.
	Openful is is widely used in CAD, VISION
and the same	reality, scientific 2 under game developments
and the state of	In order to start with a black canvas gl Clear (GL-10LOR-BUFFER-BIT),
	gl Clear (GL-(OLOR- SUFFER-ISI),
-	
-	input Analysis-
	Input Analysis- I be the input to system S S takes x & Y coordinates of vertices V
the day year	5 takes x & 1 coordinates of volices
-	
	Strenghths of OpenGL:
-	Strengths or uperior.
	- Highly postable posting between weblit to open GL is usually seally easy.
and the second	- Adaptive to new technology - When a new
	GPU generation is introduced in the
	maxirel its extension are immediately
	available for OpenUsL.
	Weakness:
	-Poor documentation- The specifications are great
	but the documentation is poor which
	leads to difficulties too new corners.
	- Varying implementation - The implementation of
	Open GL varies with every graphics
	- Vasying implementation - The implementation of OpenGIL vasies with every graphics company such as Nvidia, AMD, intel.
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	DATE!
	Conclusion:
	animation using OpenGL, and implemented certain concepts & teatures to create 30
	animation using OpenGL and implemented
	certain concepts & teatures to create 30
	abe.
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