

OpenGL HW4

Computer Graphics
May 29, 2019
CGV Lab, NTHUCS





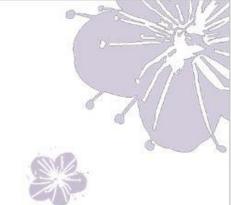


Outline

- How to submit your homework
- Keyboard control
- Goal
- Grading principle

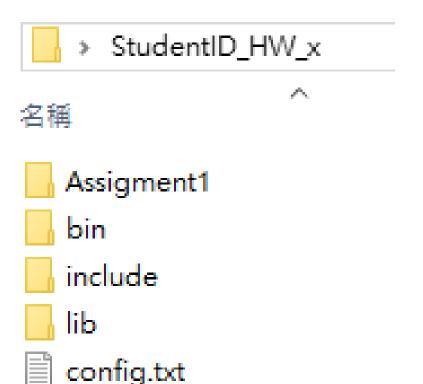


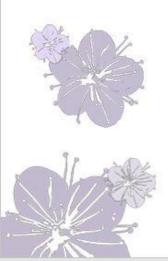






- Check your folder structure
- Folder name: StudentID_HW_x

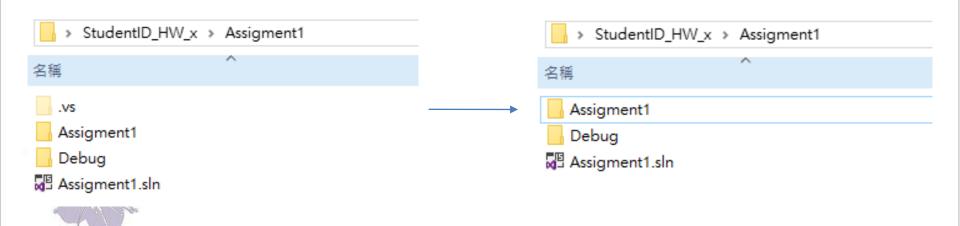






In "StudentID_HW_x\Assigment4"

• Delete ".vs" (hidden folder)



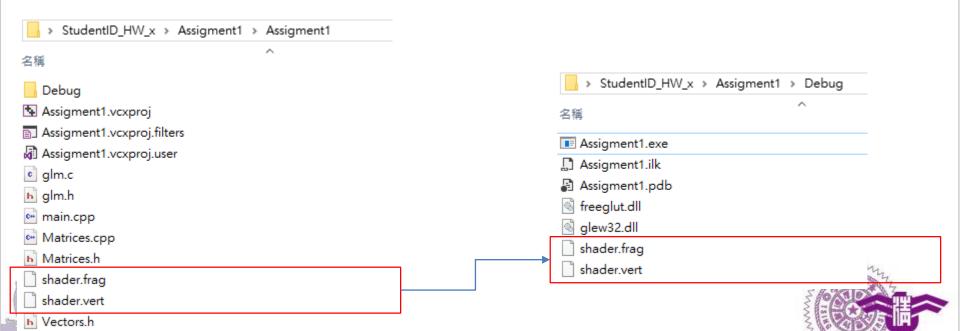




In "StudentID_HW_x\Assigment4\Assigment4" delete "Release" and "Debug" folders

StudentID_HW_x > Assigment1 > Assigment1 StudentID_HW_x > Assignment1 > Assignment1 Assigment1.vcxproj Debug Assigment1.vcxproj.filters Assigment1.vcxproj Assigment1.vcxproj.user Assigment1.vcxproj.filters glm.c Assigment1.vcxproj.user glm.c ы glm.h main.cpp ы glm.h • Matrices.cpp main.cpp h Matrices.h Matrices.cpp shader.fraq Matrices.h shader.vert shader.frag h Vectors.h shader.vert h Vectors.h

- In "StudentID_HW_x\Assigment4\Assigment4"
- Copy your shader to "StudentID_HW_x\Assignment2\Debug
- (Release)".
- Make sure your execution file in "Debug(Release)" can run.



• Delete the *.pdb, *.ipdb, *.iobj and *.ilk files in "Debug(Release)"

StudentID_HW_x > Assigment2 > Debug	
名稱	修
Assigment2.exe	20
∴ Assigment2.ilk	20
Assigment2.pdb	20
freeglut.dll	20
glew32.dll	20







- Zip the "StudentID_HW_x" folder into "StudentID HW x.zip".
- Please make sure your zip file DOES NOT contain the "ColorModels" folder.
- Please make sure your zip file size about 1MB.





C source	StudentID_HW_x.zip
檔案類型: 開啟檔案:	壓縮的 (zipped) 資料夾 (.zip) Windows 檔案總管
位置:	C:\Users\III\Desktop
大小:	1.14 MB (1,203,389 位元組)
磁碟大/\·	1.14 MB (1.204.224 位元组)



- Upload the "StudentID HW x.zip" to iLMS
- Name your iLMS assignment page title
- "HW4 yourStudentID name".







Keyboard control

- Key 1 / 2 / 3 / 4 / 5:
 - Change mode
 Vertex Lighting / Pixel Lighting
 / Geometric / Viewing / Texture
- Key q / w / e:
 - Change control
 - In Lighting mode: Directional Light / Point Light
 - In Geometric mode: Translation / Rotation / Scaling
 - In Viewing mode: Center / Eye
 - In Texture mode: Filter / Wrap
- Key o / p:
 - Change projection function
- Key h:
 - Print information





Goal

- Mapping the texture on models correctly.
- Lighting on textured models correctly.
- Can modification texture parameters in different filtering and wrapping mode.







Grading principle

R

- Total score: 100
- Correctly render textured model (30%)
- Manually control texture filtering (nearest/linear) and wrapping mode (clamp/repeat)(25%)
- Texture mipmap(25%)
- Print information(10%)
- Report (10%)





