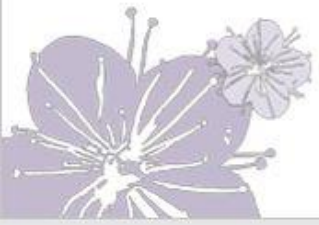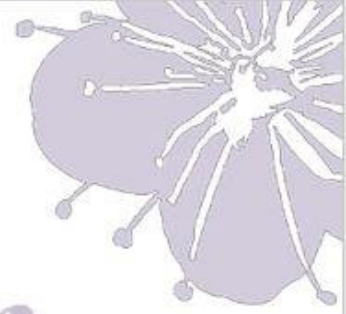# OpenGL HW1

Computer Graphics
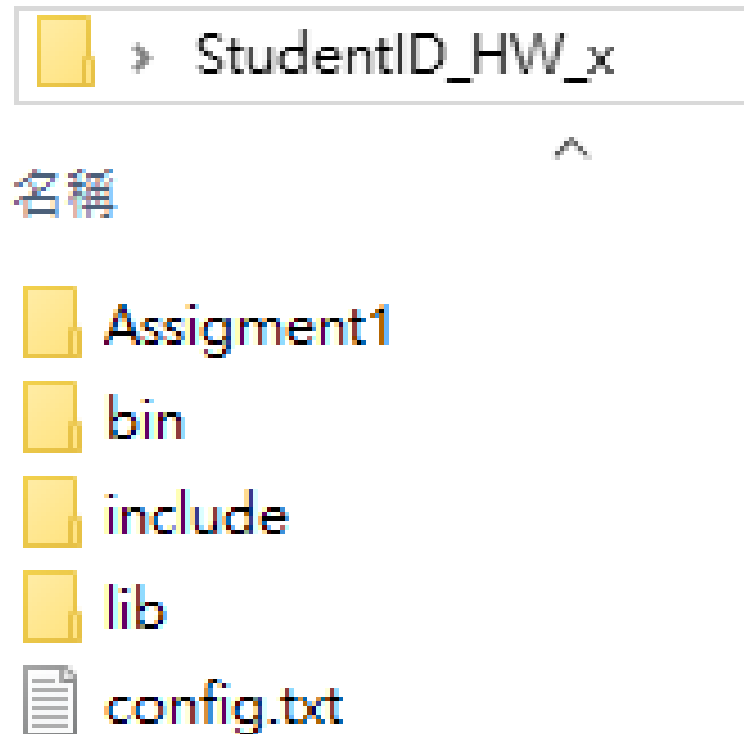
March 27, 2019

CGV Lab, NTHUCS

Outline
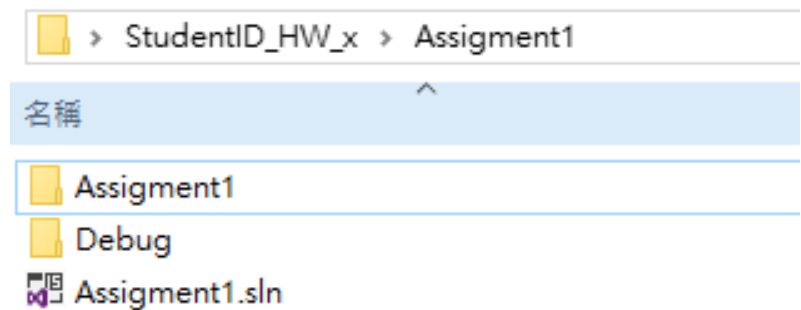
- How to submit your homework
- Goal
- Grading principle

How to submit your homework

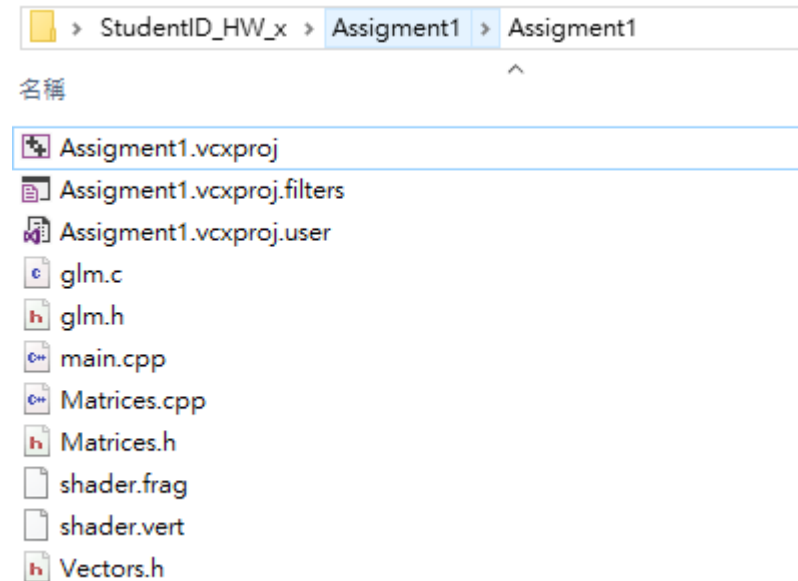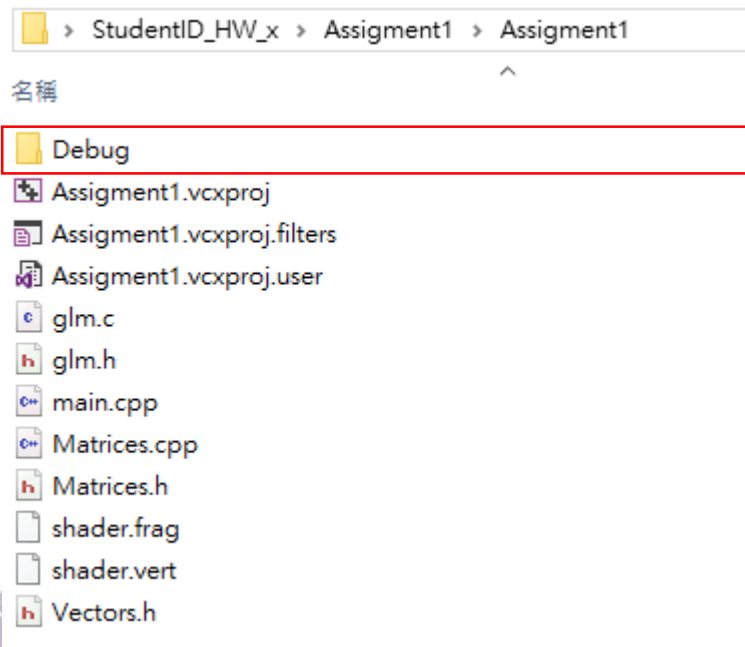- Check your folder structure
- Folder name: StudentID_HW_x

StudentID_HW_x

名稱

Assigment1
bin
include
lib
config.txt

How to submit your homework

- In "StudentID_HW_x\Assigment1"
  Delete ".vs"(hidden folder)
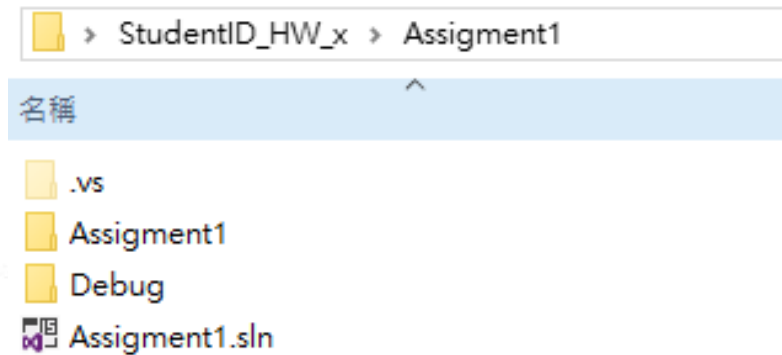
How to submit your homework

- In "StudentID_HW_x\Assigment1\Assigment1" delete "Release" and "Debug" folders

> StudentID_HW_x > Assigment1 > Assigment1

名稱

| Debug |
| Assigment1.vcxproj |
| Assigment1.vcxproj.filters |
| Assigment1.vcxproj.user |
| glm.c |
| glm.h |
| main.cpp |
| Matrices.cpp |
| Matrices.h |
| shader.frag |
| shader.vert |
| Vectors.h |

> StudentID_HW_x > Assigment1 > Assigment1

名稱

| Assigment1.vcxproj |
| Assigment1.vcxproj.filters |
| Assigment1.vcxproj.user |
| glm.c |
| glm.h |
| main.cpp |
| Matrices.cpp |
| Matrices.h |
| shader.frag |
| shader.vert |
| Vectors.h |

How to submit your homework.

- In "StudentID_HW_x\Assigment1\Assigment1"
- Copy your shader to "StudentID_HW_x\Assigment1\Debug (Release)".
- Make sure your execution file in "Debug(Release)" can run.
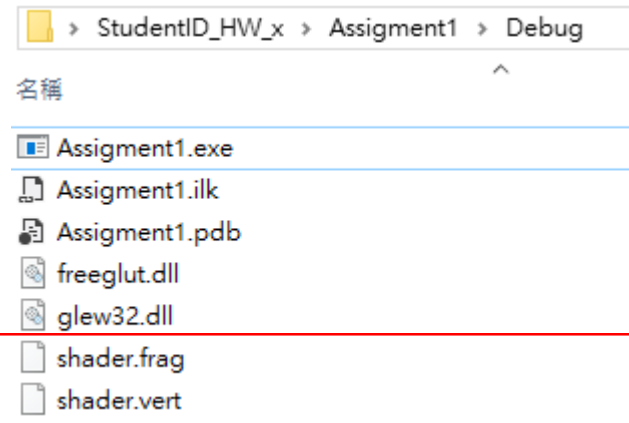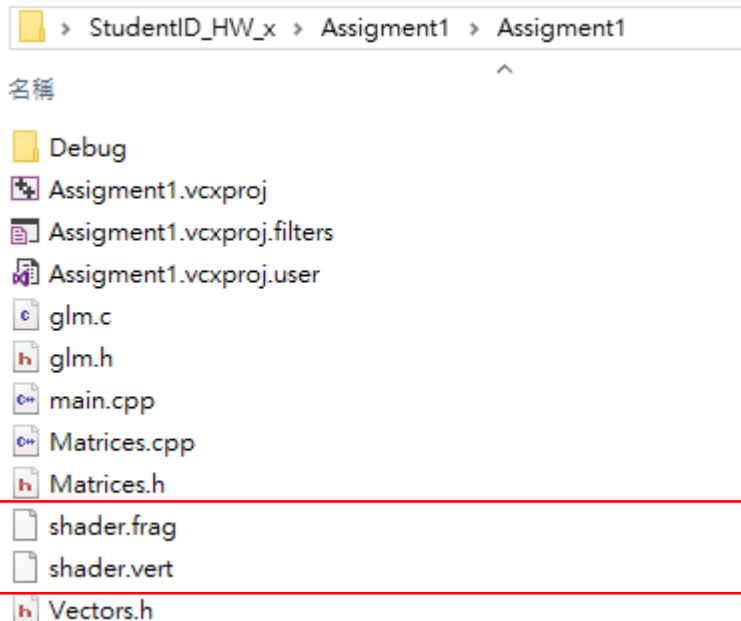
How to submit your homework.

- 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.

How to submit your homework

- Upload the "StudentID_HW_x.zip" to iLMS
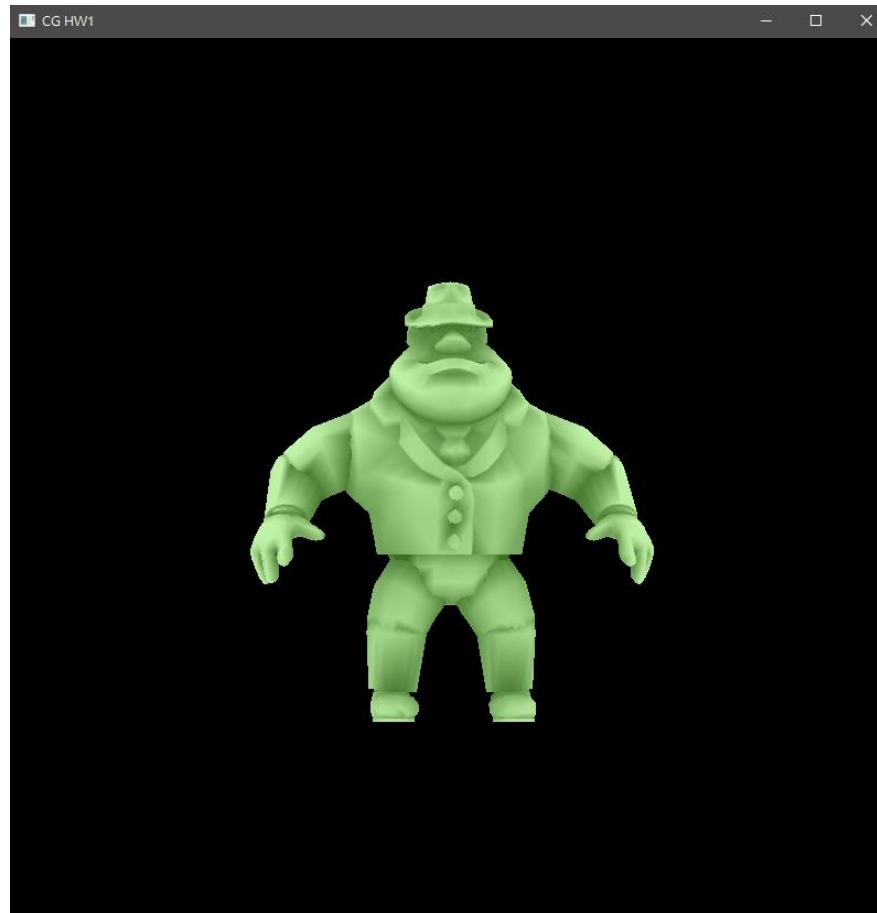- Name your iLMS assignment page title "HW1_yourStudentID_name".

Goal

- Load several models and render them correctly

- Models have correct color.

- Model vertices should be normalized.

- Use keyboard 'c' to change render mode (Fill or wireframe).

- Complete all [TODO] in the framework.

Goal

Grading principle

- Total score: 100
- Render model correctly(40%)
- Models have correct color(20%)
- Change render mode(20%)
- Report (20%)