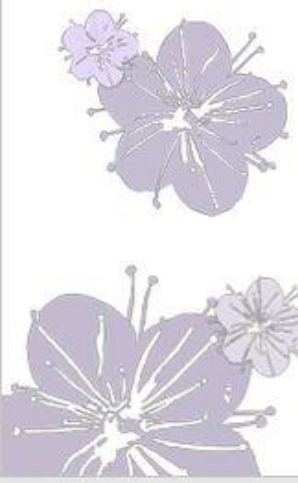
OpenGL HW2

Computer Graphics

April 17, 2019

CGV Lab, NTHUCS

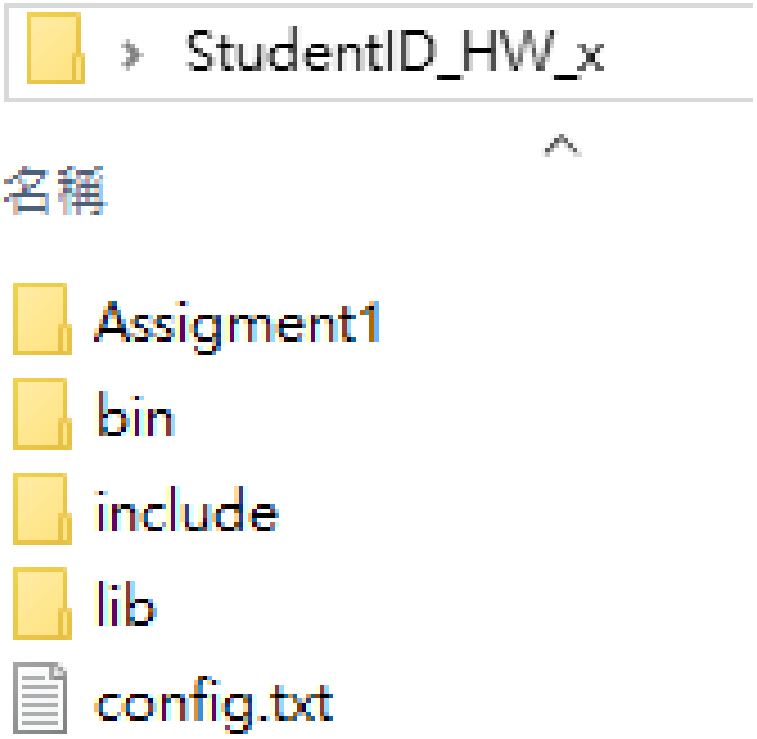


Outline

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

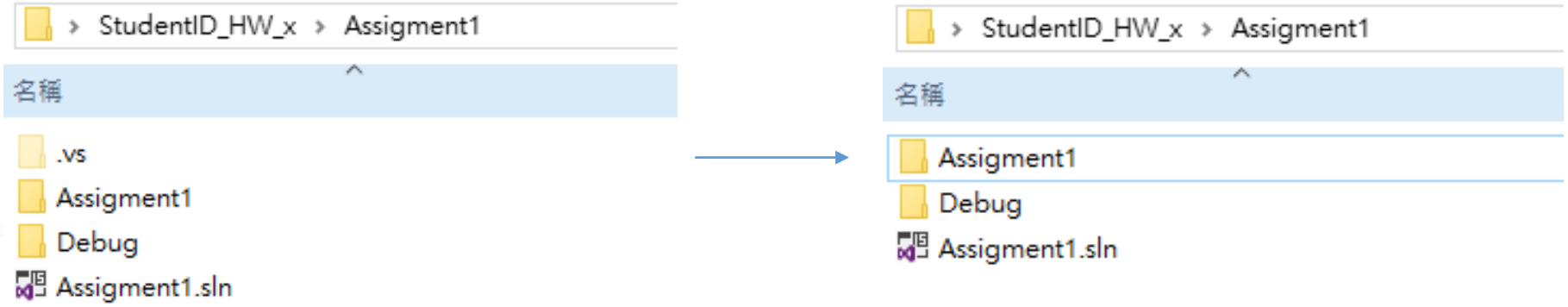
How to submit your homework

- Check your folder structure
- Folder name: StudentID_HW_x



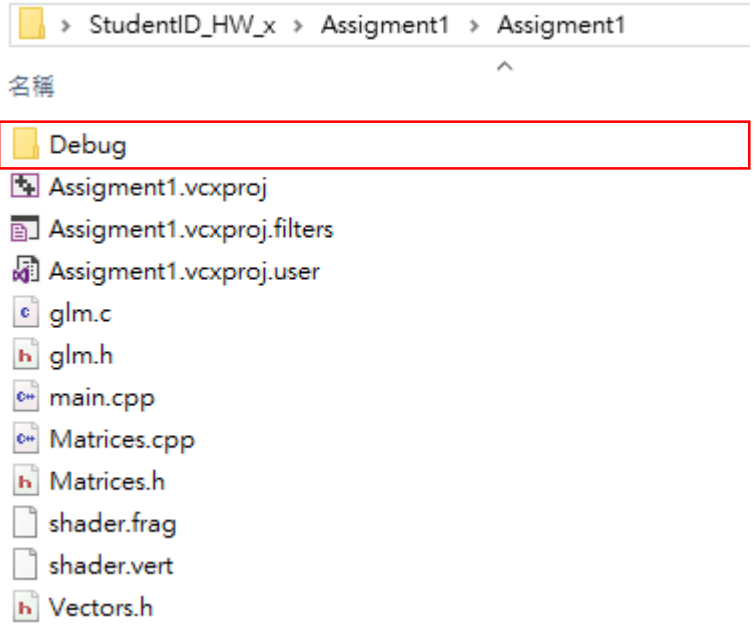
How to submit your homework

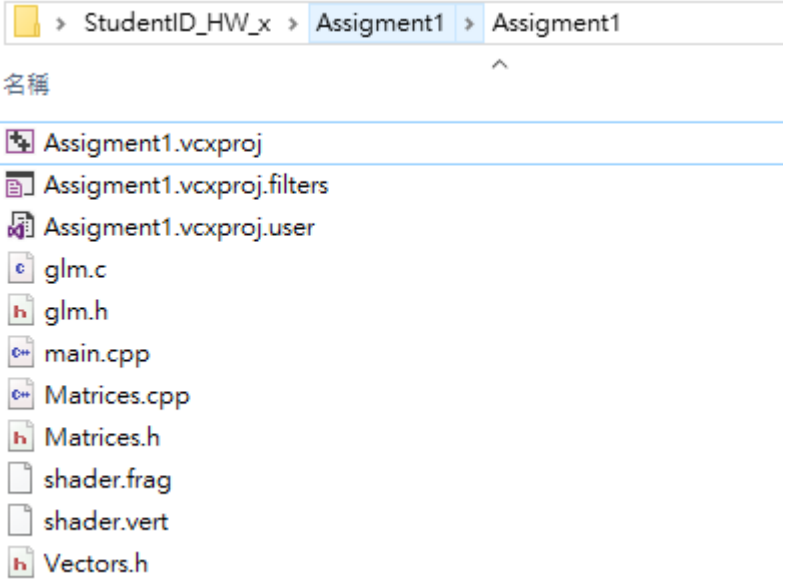
- In “StudentID_HW_x\Assigment2”
  Delete “.vs”(hidden folder)



How to submit your homework

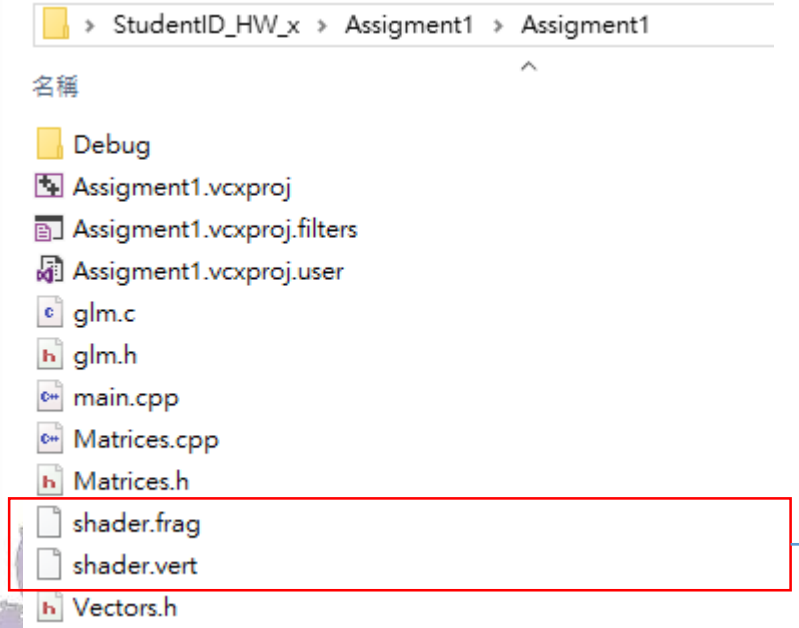
- In “StudentID_HW_x\Assigment2\Assigment2” delete “Release” and ”Debug” folders

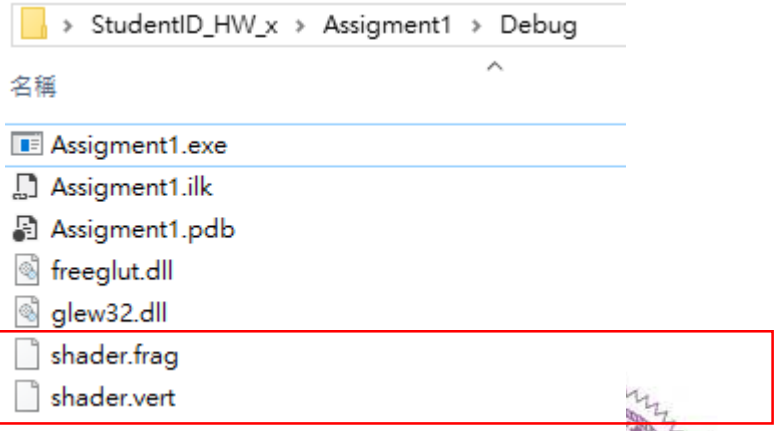




How to submit your homework.

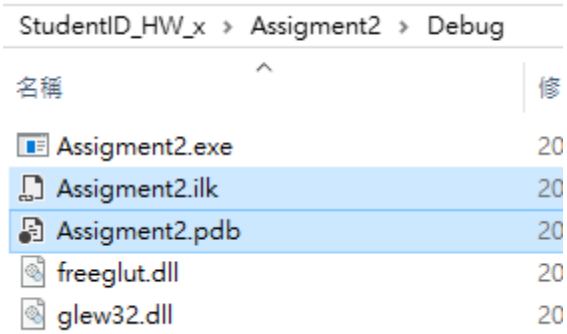
- In “StudentID_HW_x\Assigment2\Assigment2”
- Copy your shader to “StudentID_HW_x\Assigment2\Debug (Release)”.
- Make sure your execution file in “Debug(Release)” can run.





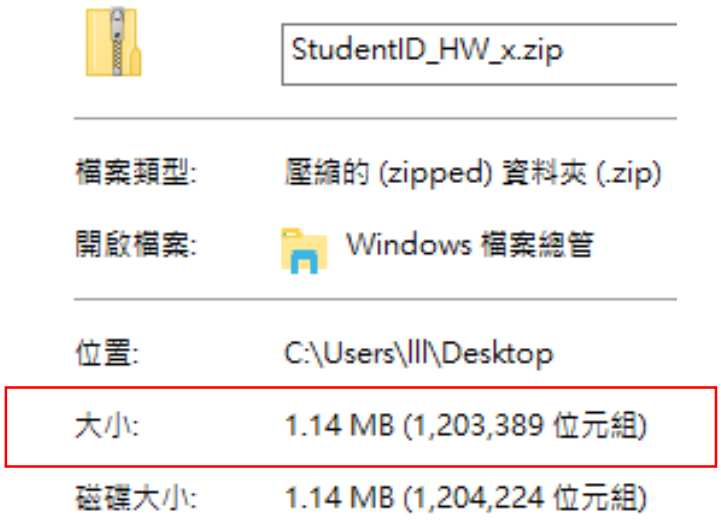
How to submit your homework.

- Delete the *.pdb, *.ipdb, *.iobj and *.ilk files in “Debug(Release)”



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.



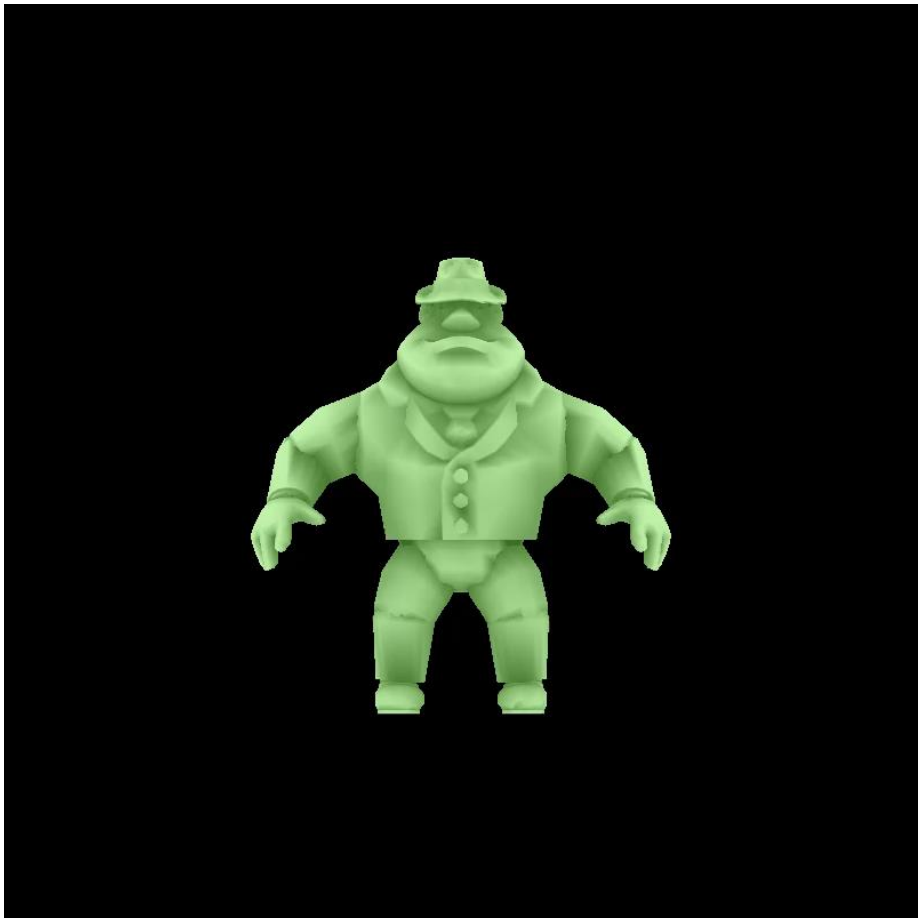
How to submit your homework

- Upload the “StudentID_HW_x.zip” to iLMS
- Name your iLMS assignment page title “HW2_yourStudentID_name”.

Goal

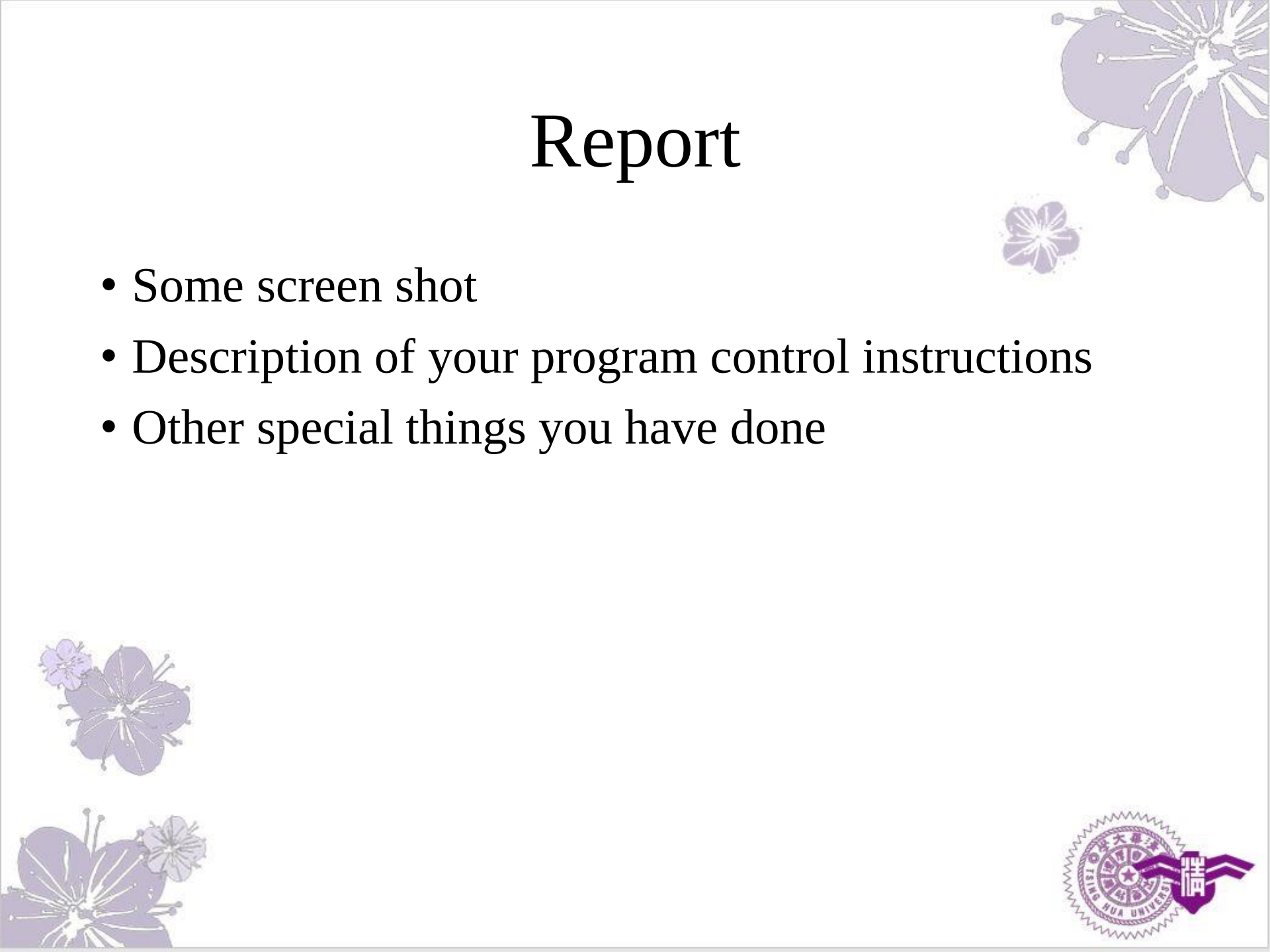
- Interactive with the model.
- Control the camera.
- Implement the geometrical, viewing and projection matrices.
- Switch model with a smooth transition.
- Render a floor under the current model.

Goal



Report

- Some screen shot
- Description of your program control instructions
- Other special things you have done



Grading principle

- Total score: 110
- Correctly render model in orthogonal and perspective (20%)
- Can translation, rotation, scaling models correctly (25%)
- Camera control (25%)
- Switch models (10% + 10%)
- Self rotation (5%)
- Print information (5%)
- Report (10%)