OpenGL HW4

Computer Graphics
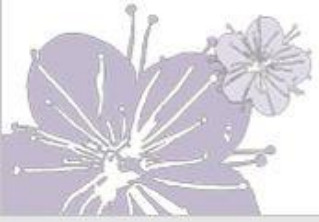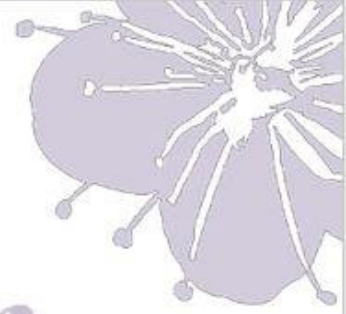
May 29, 2019

CGV Lab, NTHUCS
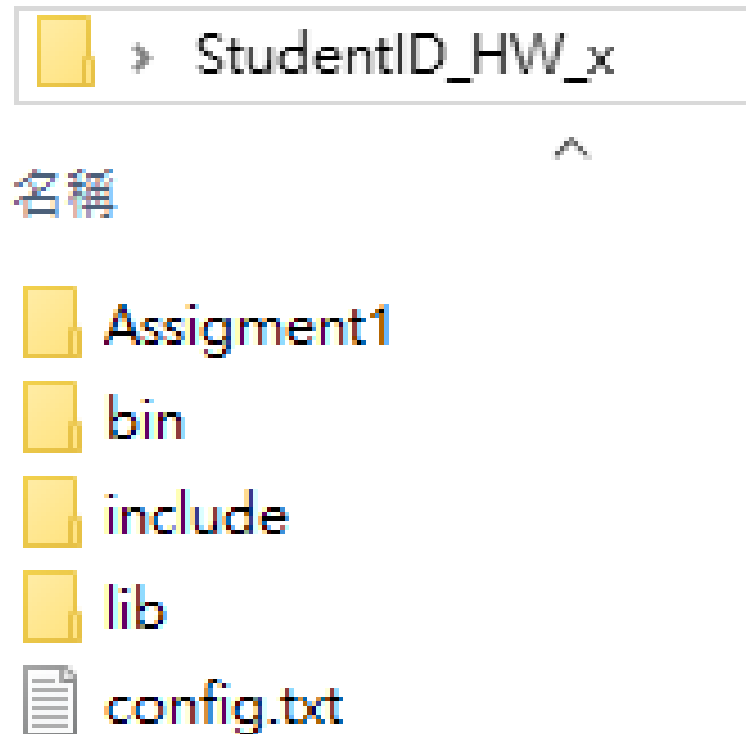
Outline

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

How to submit your homework
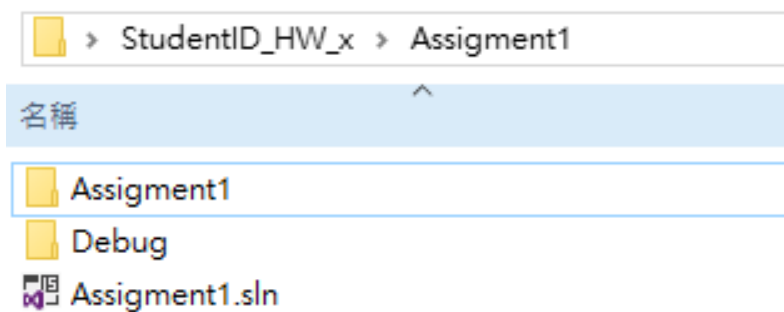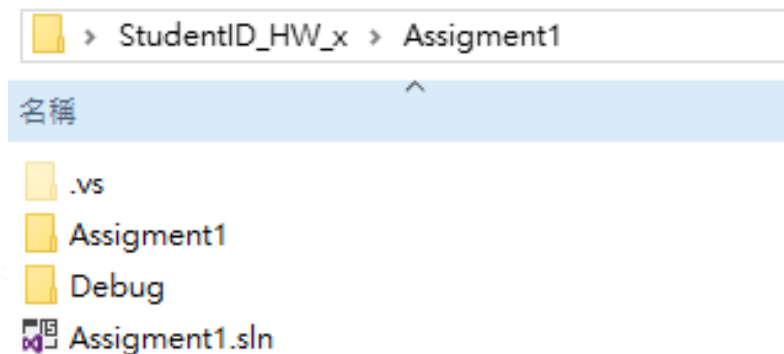
- Check your folder structure
- Folder name: StudentID_HW_x

> StudentID_HW_x

名稱

Assigment1
bin
include
lib
config.txt

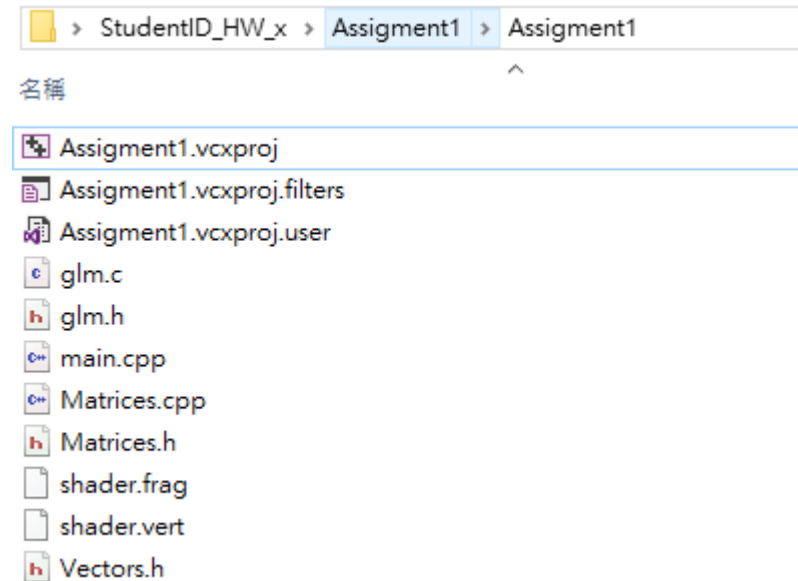# How to submit your homework

In "StudentID_HW_x\Assigment4"
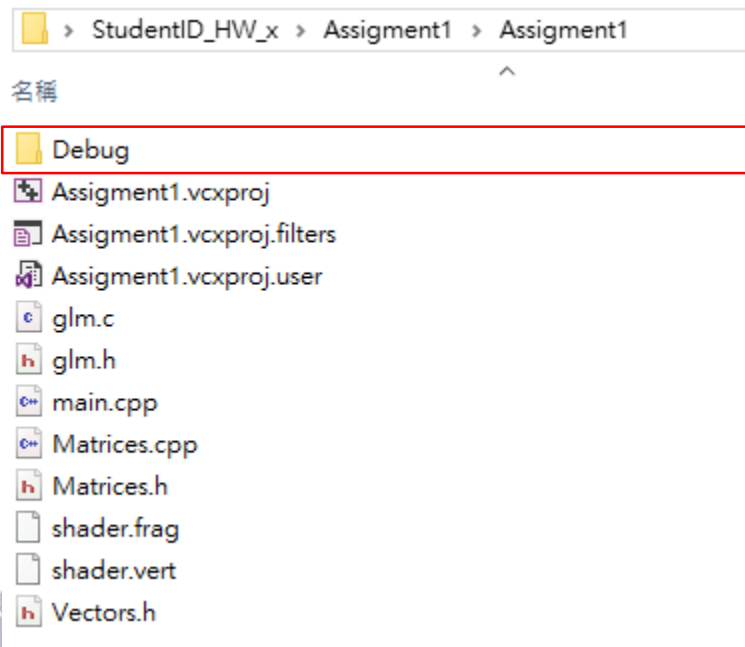- Delete ".vs"(hidden folder)

How to submit your homework
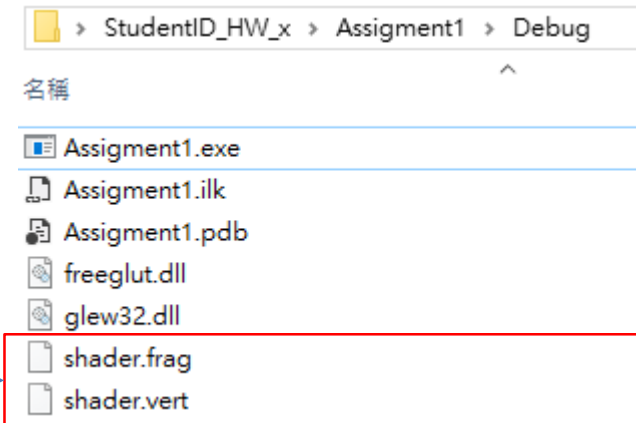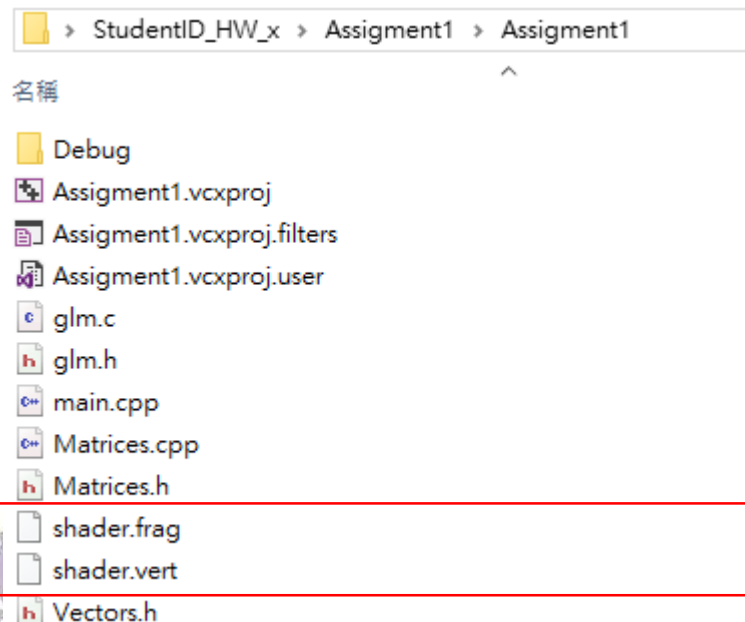
In "StudentID_HW_x\Assigment4\Assigment4"
delete "Release" and "Debug" folders

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How to submit your homework.

- In "StudentID_HW_x\Assigment4\Assigment4"
- 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
- "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.
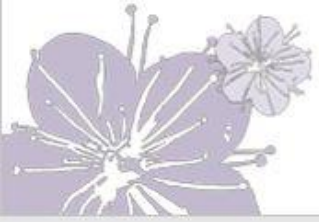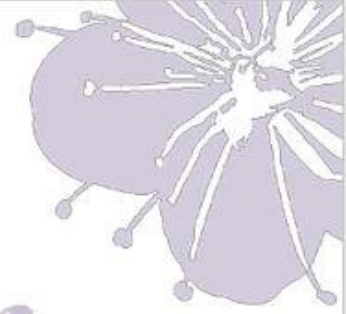
Grading principle

- 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%)