Parker Whaley

Graphics

Homework2

For the first part of the assignment I simply modified the code given to us on blackboard, in color cube. It took a while but it was fairly straightforward to implement. There is a simple click and drag interface instead of positioning the prism initially; this allows the user to look around from different angles as the simulation progresses. There is also a zoom mechanic using upper and lower case z.

A note on the first question, it is completely generic, and can work for any order regular prism, simply by changing the number of sides defined at the top of the project.

On a personal note I learned a lot about righting for openGL for this section. After this section I really feel like I understand the power of the shaders. It was a very educational assignment.

The second assignment uses a slightly modified code from the first assignment. It really wasn't too difficult after completing the first part.