

SSN COLLEGE OF ENGINEERING

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

UCS1712 – GRAPHICS AND MULTIMEDIA LAB

EX NO: 1 – Study of Basic output primitives in OpenGL

1. Create a window using OPENGL and to draw the following basic output primitives – POINTS, LINES, LINE_STRIP, LINE_LOOP, TRIANGLES, TRIANGLE STRIP, TRIANGLE FAN, QUADS, QUAD_STRIP, POLYGON.
2. Create a window and draw a simple House using OpenGL (shapes and colours can be as per your preferences)

