**Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**PROJECT 1 Acceptance Testing:**

**Insert screenshots of the output produced and insert it in this file ……..**

**1.** The **glutCreateWindow** OpenGL call will take as parameter “**YourLastName** FirstName **BUS Version 1**”.

**SCREENSHOT**

**……..**

**2.** Your Blueprint “**S’COOL** **BUS FALL 2023**” specifications for your BUS as per image provided (coordinates and sizes for the sides, windows, doors, etc).

**SCREENSHOTS**

**……..**

**3.** In the “**void myReshape(int w, int h)**” function, you need to adjust the viewing box to allow “**glOrtho**” to contain the parts of your BUS.

**SCREENSHOT**

**……..**

**4.** Adjust the camera so you can get the **Front** image of **BUS** (**gluLookAt** added to display function).

**SCREENSHOT Output of your program is:**

**……..**

**Copy and paste your gluLookAt here**

**……..**

**5.** Adjust the camera so you can get the **Back** image of **BUS** (**gluLookAt** added to display function).

**SCREENSHOT Output of your program is:**

**……..**

**Copy and paste your gluLookAt here**

**……..**

**6.** Adjust the camera so you can get the **Side** image of **BUS** (**gluLookAt** added to display function).

**SCREENSHOT Output of your program is:**

**……..**

**Copy and paste your gluLookAt here**

**……..**

**7.** Adjust the camera so you can get the **Isometric** image of **BUS** (**gluLookAt** added to display function). This means that camera needs to be placed on the line from (0,0,0) to (1,1,1), aiming at the **BUS** origin (0,0,0) and the up vector is on the y axis (0,**1**,0).

**SCREENSHOT Output of your program is:**

**……..**

**Copy and paste your gluLookAt here**

**……..**

**Copy and paste your .c (.cpp) file here:**

**……..**

**When done attach this file to “PROJECT 1” CANVAS assignment.**