

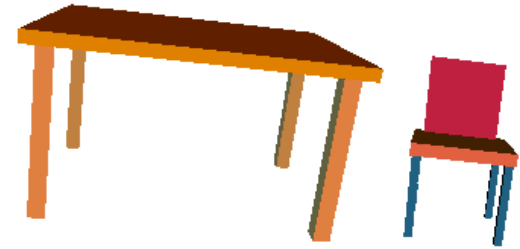
Please note that....

1. This assignment carries **35%** of final marks
2. Prepare a report on the assignments including-
 - i. Part 1 : The code*
 - ii. Part 2: A short description on how it works*
3. You have to bring the codes and submit hard copy of your report on next opening scheduled lab day.
4. Any “*copy-paste*” stuffs will be highly punished. Your reports must be unique. If any similarity is found among two or more reports/ codes, all of the assignments will be rejected.

Assignment - 1 (marks: 10)

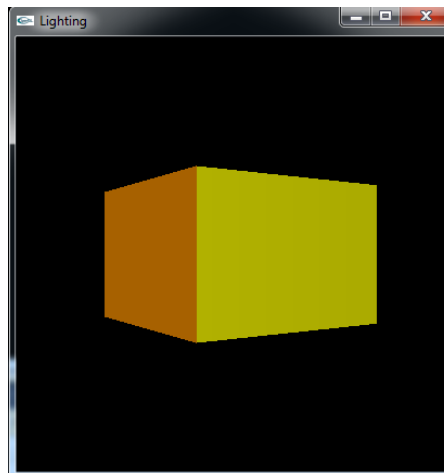
Task 1

- a) Create a 3D chair and a table. Rotate only the chair with respect to Y axis
- b) Produce 2 types of Lighting (*Directional and Positional*)



Task 2 Generate some 3D objects using OpenGL functions (*provided in class lectures*)

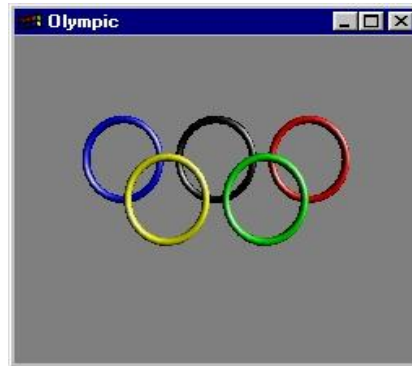
Task 3 Write code to change the direction of rotation of the a cubic object using key pressing. Sample model is shown below-



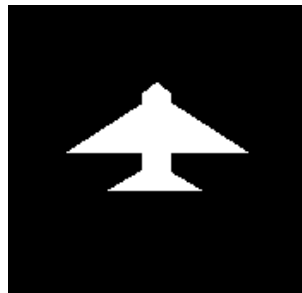
Assignment – 2 (marks: 10)

Task 1 Try to make an Olympic Logo using OpenGL.
The objects must be rotating along X axis individually.

Sample model :

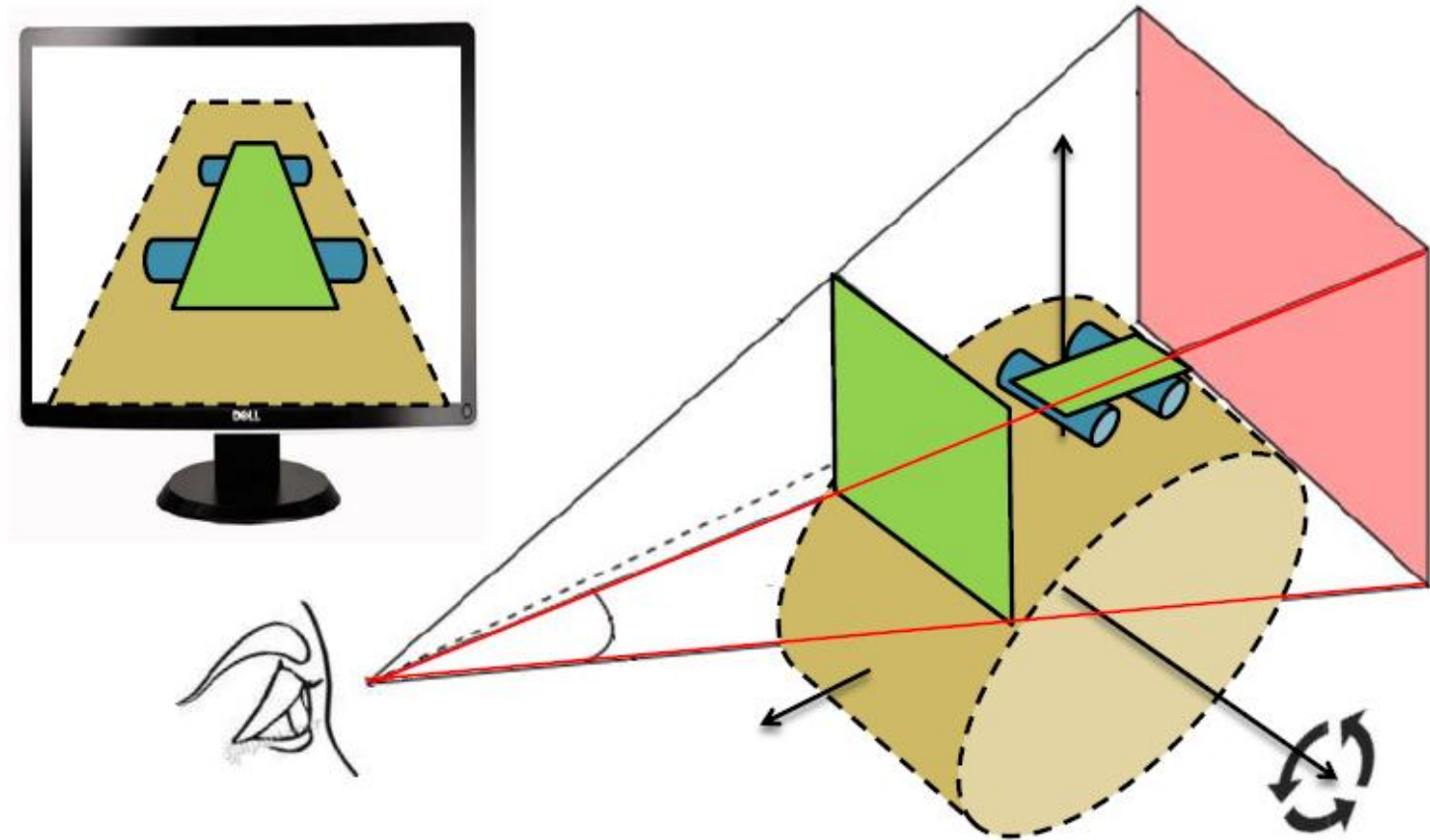


Task 2 Create a simple 2D aircraft. Write code to move a in four direction (front, back, left and right) using key pressing



Assignment - 3 (marks: 15)

Implement this according to the class lectures given! (*slide no 28 - 33*)



A Sample model for assignment - 3

