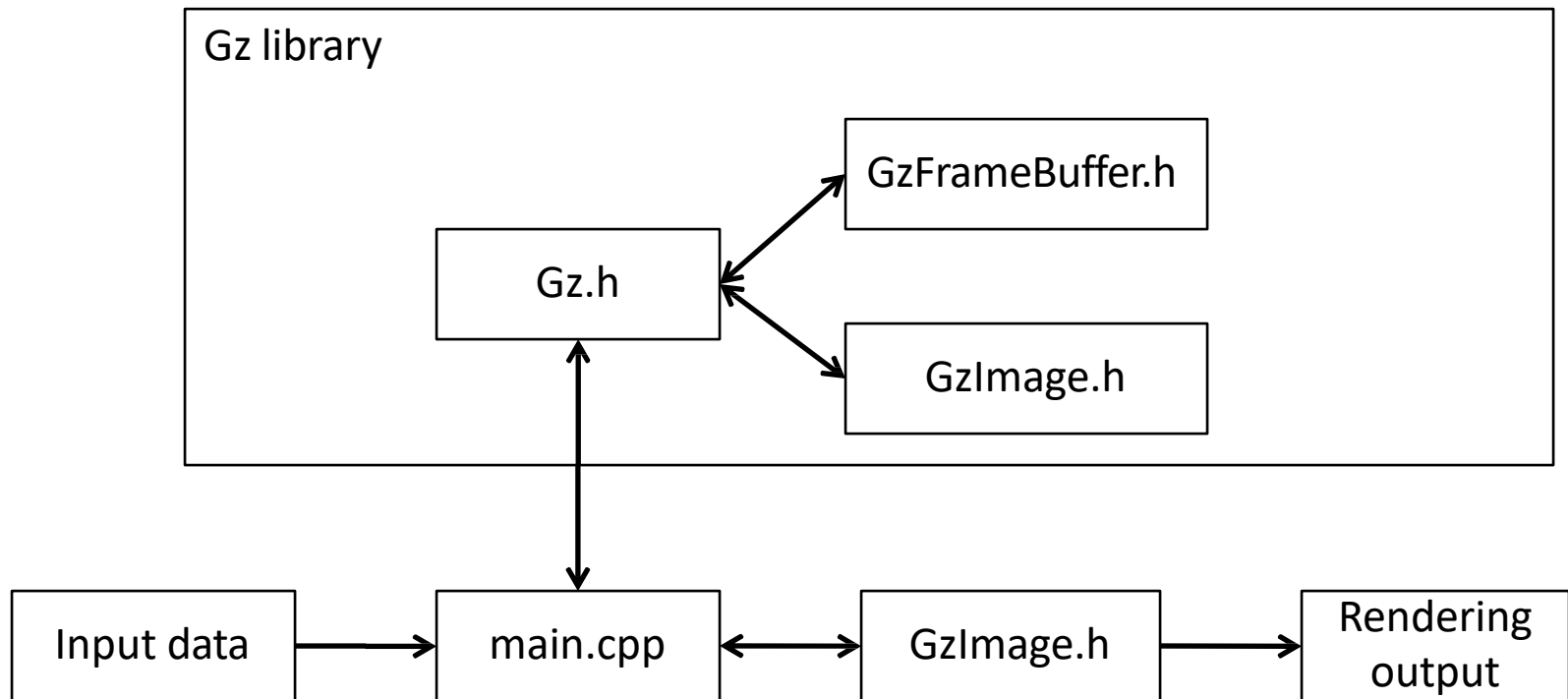


Assignment 1: Frame buffer

- Architecture:



- Task:** Complete `Gz.cpp`, `GzFrameBuffer.cpp`, `GzImage.cpp`, etc.

Assignment 1: Frame buffer

- Pipeline: main.cpp

```
#include "Gz.h"
```

```
Gz gz;
```

```
gz.initFrameSize(640, 480);
```



Initialization

```
gz.clearColor(GzColor(1, 1, 1));
```

```
gz.enable(GZ_DEPTH_TEST);
```

```
gz.clearDepth(-20);
```

```
gz.clear(GZ_COLOR_BUFFER | GZ_DEPTH_BUFFER);
```



Setting up
rendering
options

```
gz.begin(GZ_POINTS);
```

```
gz.addVertex(GzVertex(x, y, z));
```

```
gz.addColor(GzColor(r, g, b));
```

```
gz.end();
```



Rendering primitives

```
gz.toImage().save("result.bmp");
```



Output rendering result

Assignment 1: Frame buffer

- Compile and Run the Code

- MS Visual C

- Open hw1.sln

- Compile

- Run hw1.exe

- GNU C++

- make**

- ./hw1**