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Lab Manual Computer Graphics Objective: Basic understanding of simple code in OpenGL and initial steps in drawing. Event-driven programming. `glutDisplayFunc(myDisplay);` Whenever the system determines that a screen window should be redrawn it issues a “redraw” event. This happens when the window is first opened, and when the

COMPUTER GRAPHICS LAB # 3

10CSL67 – CG&V-Lab VI Sem. CSE Dept. of CSE, CIT,Gubbi -572 216. Page No. -1-Introduction to OpenGL OpenGL is a low-level graphics library specification. It makes available to the programmer a small set of geometric primitives - points, lines, polygons, images, and bitmaps. OpenGL

Introduction to OpenGL - Institute of Technology

Computer graphics Lab programs (6th sem CSE) INTRODUCTION. OpenGL (Open Graphics Library) is an application program interface (API) that is used to define 2D and 3D computer graphics. The interface consists of over 250 different function calls which can be used to draw complex three-dimensional scenes from simple primitives. OpenGL was ...

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computer, while rendering just means converting a scene to an image. Rendering involves a number of transformations, namely: rasterization, shading, illumination, and animation of the image. Computer graphics has been widely used in many areas of interest from graphics presentation, paint

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1. Explain what transformations are and why we use them in computer graphics. 2. List the three main transformations we use in computer graphics and describe what each one does. 3. Understand how to rotate a point around an arbitrary point. 4. Understand what homogenous coordinates are and why we use them in computer graphics. 5.

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