

Introduction to Computer Graphics: Personal Project

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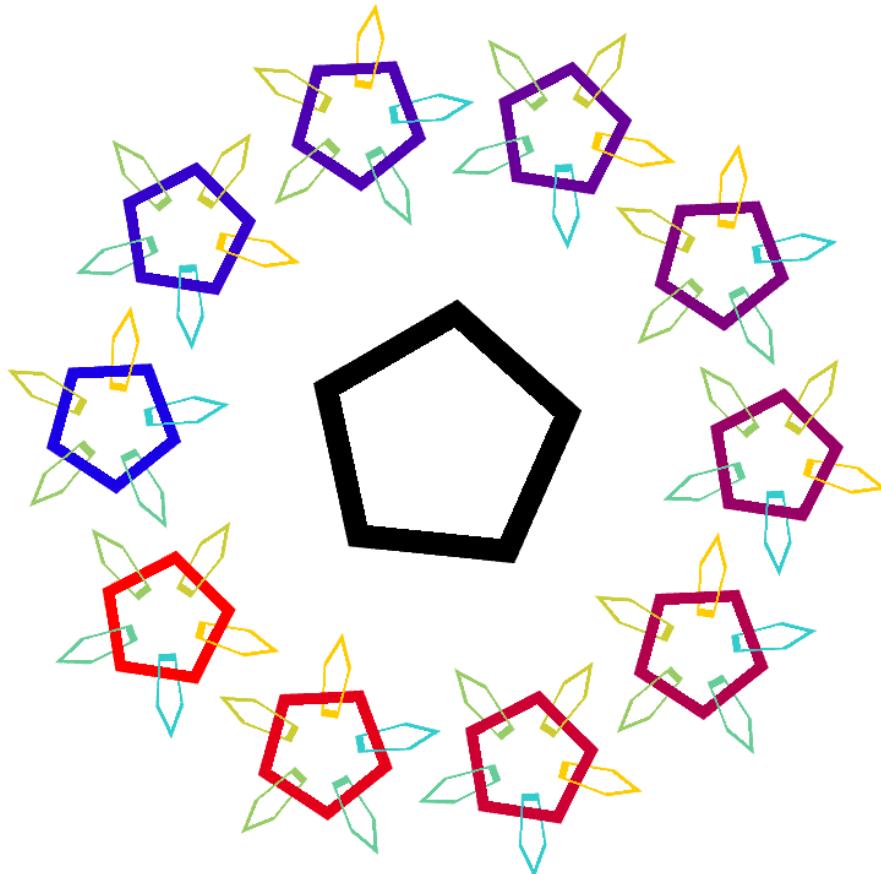


Figure 1:

Pentagons

1. Create a pentagon centered on zero in the plane (xy) using 5 triangles (Figure ?? left).
2. Empty the inside of the pentagon using the `discard` command and the `uv` coordinates (Figure ?? right).
3. Make the pentagon rotate around itself on the `z` axis.

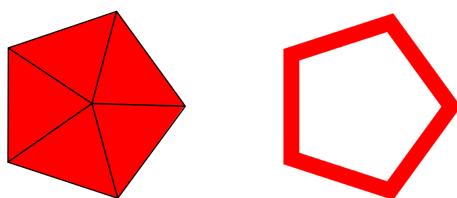


Figure 2:

Orbites

1. Create a circle of `n` pentagons rotating around the center of the scene in the plane (xy) (Figure ??).
2. Make the pentagons also rotate around themselves.

3. Around each of these pentagons, make a circle of new smaller pentagons such that they are interleaved with the bigger ones (see Figure ??) and make them rotate around them.

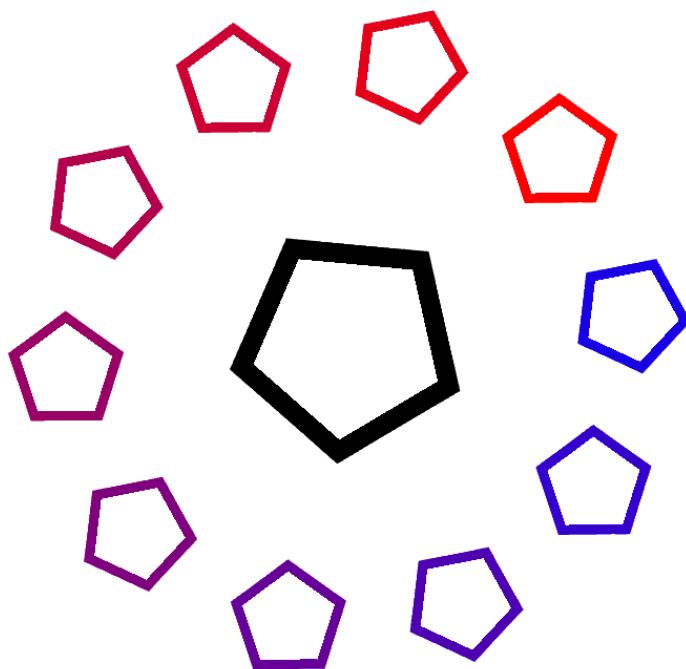


Figure 3:

Pentacman

1. In a new project, modify the uv and the fragment shader such that one of the triangles of the pentagon only keep its two inside borders (see Figure ??).

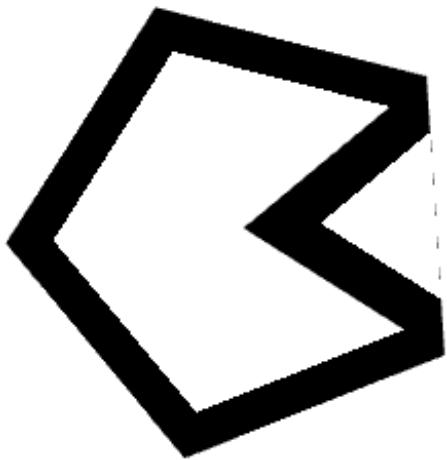


Figure 4: