

Description:

`glutSolidDodecahedron()` is an inbuilt glut library function

In this project, we draw a solid dodecahedron on the screen, add lights to it and move it in the 3D space and rotate it too.

Functionalities:

The Dodecahedron is initially rotating about the y axis. This rotation can be turned on and off by pressing the Y key.

The UP and DOWN arrow keys can be used to rotate the object about the x axis, while LEFT and RIGHT arrow keys can be used to rotate about the z axis.

Three lights surround the solid, of colours red, blue and green. They can be switched on and off by pressing R, G, B keys.

Horizontal movement is enabled by the standard WASD keys used in all 3D fps games.

Mouse right click moves the solid vertically down, while left click moves it vertically up.

Usage:

A Code::Blocks IDE with version 13.xx or higher is a must.

Install OpenGL with the Code::Blocks IDE ([link for assistance](http://wiki.codeblocks.org/index.php?title=Using_FreeGlut_with_Code::Blocks) http://wiki.codeblocks.org/index.php?title=Using_FreeGlut_with_Code::Blocks) for windows
and for Linux use the command : `sudo apt-get install freeglut3 freeglut3-dev mesa-utils`

Open the main.cpp file and compile it with : `g++ main.cpp -lGLU -lGL -lglut -lm -lstdc++`
in Linux and for Code::Blocks, just run the project!