

# ***Computer Graphics***

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# ***Assignment #1***

***Draw Some 3D Models  
Solid / Wireframe Display***



# ***Purpose of the assignment***

- ◆ **Familiar with the OpenGL programming environment**
- ◆ **Understand the basic OpenGL framework**
- ◆ **Knowing how to render a model as expected**
- ◆ **Knowing how to change the attributes of a model**
- ◆ **Display the model in solid or in wireframe mode**

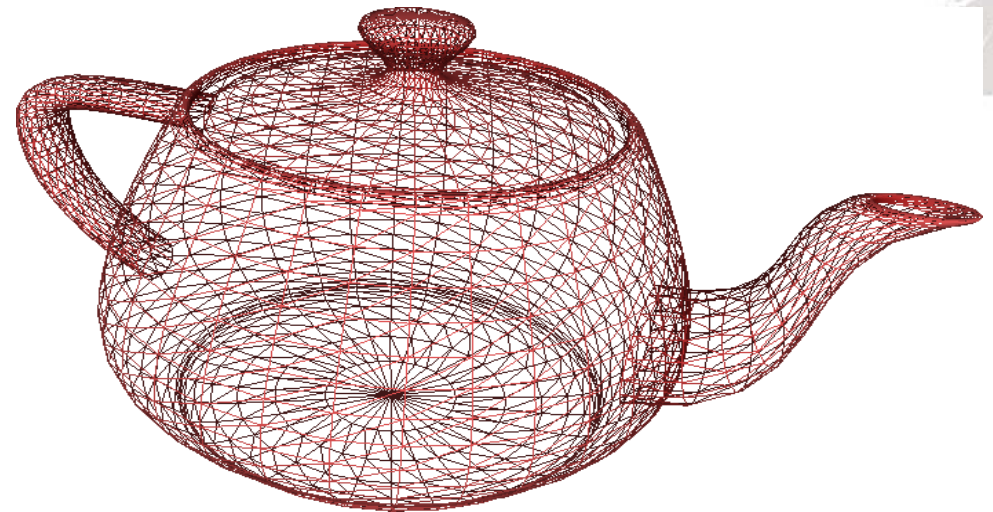


# Requirements

- ◆ You are required to use the framework that TA provided to draw some 3D models and display them in solid or in wireframe



Solid mode



Wireframe mode

# *Requirements*

- ◆ **Follow the guidelines that TA provided to write the required codes such as normalization, retrieve primitives, change vertex positions, colors, etc.**



# ***Input Model Format***

- ◆ **Wavefront 3D Graphics model description file with extension .obj**
- ◆ **Refer to**  
[http://en.wikipedia.org/wiki/Wavefront\\_.obj\\_file](http://en.wikipedia.org/wiki/Wavefront_.obj_file)  
**for detail file format**
- ◆ **Color model is the only one you need in this homework**



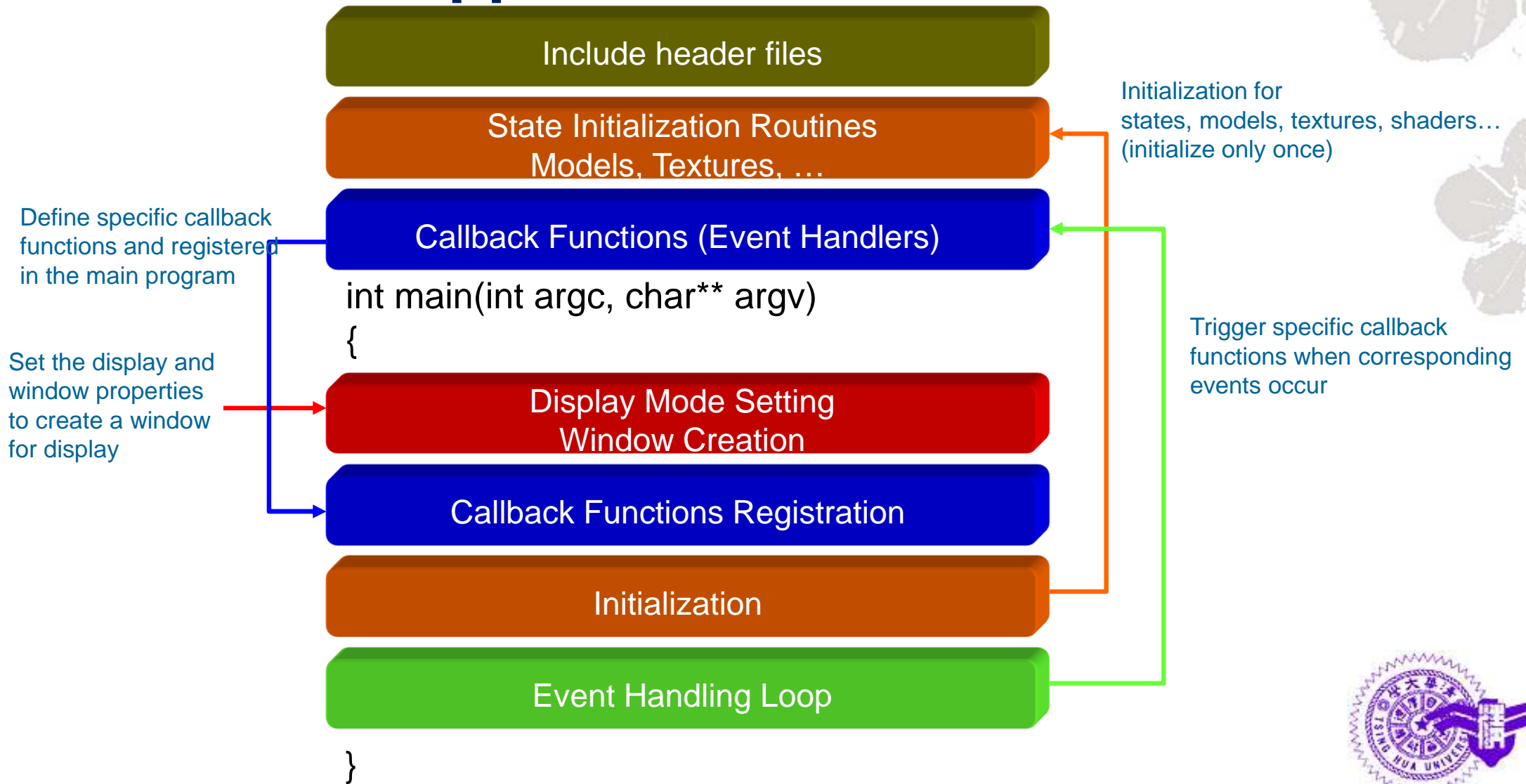
# Hints

- ◆ Refer to an obj 3D model parser, glm, provided by TA for how to use it
- ◆ Consult with TA if you have problem in using the glm parser



# Hints (OpenGL Using glut)

## ◆ Common Application Framework





# Hints

- ◆ Refer to an obj 3D model parser, glm, provided by TA for how to use it
- ◆ Consult with TA if you have problem in using the glm parser



# *Hints*

- ◆ **Not every model has the same scale. You have to normalize first and then scale and move to appropriated place for better visual result**

# Hints

- ◆ **How to derive better visual result**
  - **Step 1: Normalization**
    - Normalize the coordinates to locate within  $(-1, 1)$
  - **Step 2: Scale to desire size ( must less than final output image size)**
  - **Step 3: Move the model center to proper location, such as image center or the designated location in a scene.**



# ***Due Date***

- ◆ **Two weeks after announcement**
- ◆ **Submit your assignment, source codes, executable binary on PC, and as well as your documentation, to course webpage at NTHU iLMS system.**
- ◆ **Contact with TA if you don't know how to submit your work.**
- ◆ **Late submission is allowed with less score**
- ◆ **No score if you don't submit you assignment**
- ◆ **If you copy from others, your score will be down-graded or become zero.**



# Q&A

