



## *Assignment: Function Plotter (CG-02.02A)*

Version 2.0

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### • **Main Assignment**

- Change the provided OpenGL program template “CG-02.02A - Function Plotter” to optimize the performance of the function plot drawing. For speed measurement, the Frames Per Second (FPS) utility function can be used (see UtilGlut.h ).
- Implement an OpenGL Display List to improve the function plot rendering performance.
- Use the GLUT menu commands to implement a dynamic pop-up menu to interactively enable and disable the Display List Rendering Mode.
- Are there other possibilities to improve rendering speed (Drawing Primitives)?

### • **Programming Tips**

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- **Additional Assignment**

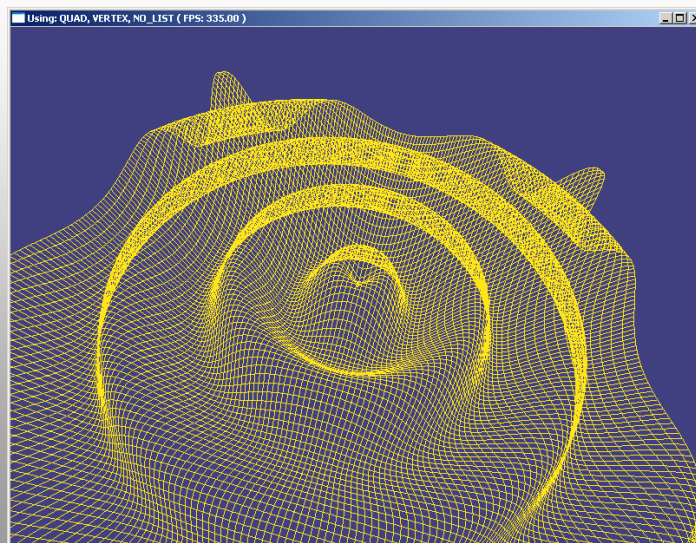
- Try to implement the function plotter with OpenGL Vertex Arrays.
- Does the performance change, compared to the Display List version?

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- **Solution**



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