

Assignment Report

Graphic Editor

Wai Nwe Tun

25th October, 2017

I have created Main.cpp, vertex shader and fragment shader.

In Main.cpp, there is an vertex array object which consists of three vertex buffers to control the information of point, line, and triangle each. Besides, a uniform type of transformation matrix is created to translate the selected object.

With the current version, a user can choose one of those three figures (point, line, or triangle) and draw with mouse click. He/she can change color of only selected object. Selected object is marked as blue. The type of 'point' object can be selected and moved as mouse click. However, line object doesn't move accordingly (sometimes it was moved correctly.) Triangle type can be just drawn by mouse click.