

CS 3370 – Computer Graphics

Fall 2009

Lab # 1

Due electronically before 11:59 p.m., September 7, 2009

The goal of this lab is to familiarize students with basic OpenGL programs using GLUT.

1. Write a program to draw basic shapes with random size, color, thickness and location. The basic shapes to draw are:

- Lines
- Circles
- Ellipses
- Polygons

Note that OpenGL does not include functions to draw circles, ellipses and similar curves, you have to write your own function to draw circles and ellipses.

Some examples of expected output of your program are shown in Fig. 1.

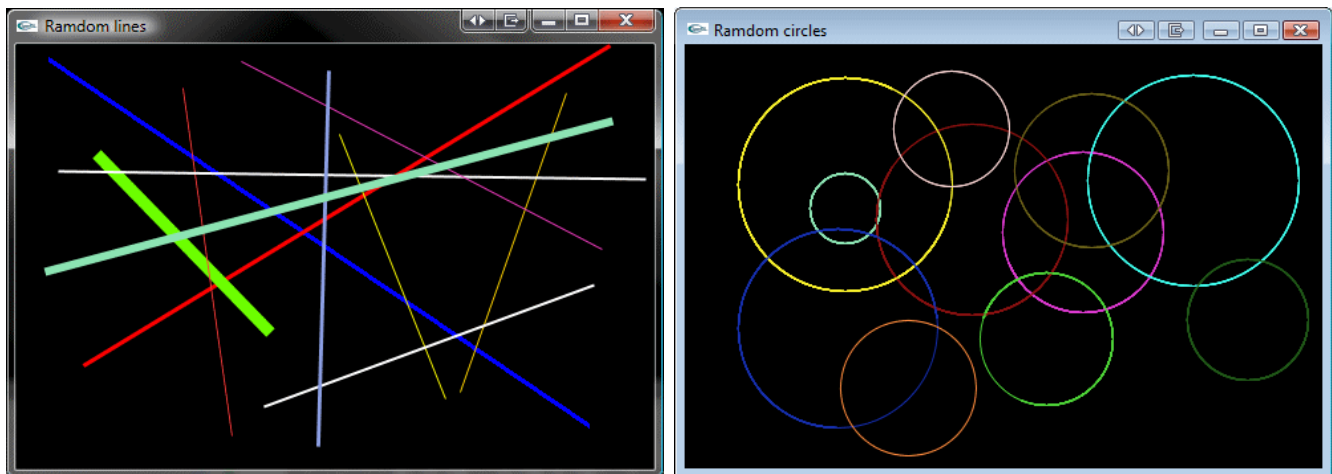


Fig. 1. Output examples.

Deliverables

1. A report following the guidelines stated in the syllabus.
2. Your program source code.

Notes:

1. You can download GLUT from <http://www.xmission.com/~nate/glut/glut-3.7.6-bin.zip>
2. You can find a basic tutorial of how to compile programs using GLUT and MS VC++ in <http://sites.google.com/site/geoabi/cs3370>