

CMSI 371

COMPUTER GRAPHICS

Spring 2008

Assignment 0214

This assignment is a first step toward defining your computer graphics project. At the same time, it is hoped that it will also exercise your OpenGL programming muscles a bit.

Not for Submission

To reinforce what we've discussed in class so far, you should...

1. Read Chapters 1 and 2 from Angel.
2. Read Chapters 1 to 5 of the red book.

For Submission

Come up with three possible ideas for a graphics project. It is hoped that, at this point, you have seen enough to formulate ideas, though of course it would be understandable if you don't see how to implement those ideas fully yet (and in fact, if you already do, then that project is probably too easy).

What to Do

For each of the three ideas you come up with, write a "throwaway prototype" of that idea. The point of a throwaway prototype is simply to communicate an idea to a colleague. It need not be functionally complete nor polished, and it can have placeholders and printed messages all over the place. What it *should* do is provide some kind of hands-on notion of what your idea is.

Accompany each prototype with a *readme.txt* file, to summarize your idea and to fill in any details that can't be expressed in the prototype.

How to Turn it In

Commit the files for your prototypes as well as the *readme.txt* files to CVS under your *homework/cmsi371* directory. Place each set of files under *idea1*, *idea2*, and *idea3* subdirectories within *homework/cmsi371*:

```
homework/cmsi371/  
  idea1/  
    readme.txt  
    (other source files)  
  idea2/  
    readme.txt  
    (other source files)  
  idea3/  
    readme.txt  
    (other source files)
```

Try to use CVS "as you go," too — don't use it solely to submit your work.