

CMSI 371
COMPUTER GRAPHICS
Spring 2009

Assignment 0129

This assignment includes reading to fill in details from what has been covered in class, plus our first step toward your graphics projects.

Not for Submission

1. Read Chapters 3 and 5 in the red book — these chapters add detail to the OpenGL elements that were seen in class this week.
2. Read Chapters 1 and 2 from the Angel book — these chapters contain both overlapping material from the red book, but presented differently (it's always good to hear/read about the same thing from multiple perspectives), plus additional theoretical and historical details of the material covered so far.

For Submission

Integrate one of the shapes that you implemented for *spinningshape* into the shared *gallery* program that was shown in class. While nothing is set in stone, for this first phase, follow the initial structure used by *gallery*. Commit your changes, making sure not to break anything in the process!

We will work collaboratively on figuring out how to accommodate project-specific features such as event handling, “leaving” the gallery “umbrella scene,” or anything else that might affect what you'd like to do for your individual 3D objects.