

CS5500 Computer Graphics

Assignment 1

Due: 23:59 March 22, 2007
(10% penalty for each day late)

Part (1): Write an OpenGL program to display a 3D dragon model. The model and the description of its file format are available on the course webpage. You may start your work from the `cube.c` example.

Part (2): Create a simple 3D model to replace the dragon model and display it using your OpenGL program. Choose whatever object you prefer. It could be a simple shape with only a few polygons, or a more complex model if you know how to use a 3D modeling tool.

Part (3): Measure how fast you can display your models (in FPS, i.e., number of frames per second) and show it on the same window or on the text console.

Since this is your assignment, you don't have to worry about the color, lighting and user interface issues.

Submit your program source files and the model you created for part 2 (Note: DO NOT upload the dragon model) online through the course web page.