CS5500 Computer Graphics
Assignment 1

Due: 23:59 March 8, 2006 (10% penalty for each day late)

Part (1): Write an OpenGL program to display a 3D model (the Stanford bunny model). The model can be downloaded from the course webpage. You may start your work from the `cube.c` example.

Part (2): Create a simple 3D model to replace the bunny 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, or frames per second) and then show it on the same window.

The maximum score for this assignment is 95. The score for finishing Parts (1) and (2) is 90.

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 (please DO NOT include the bunny model) online through the course web page.