CS 480/680 Computer Graphics

Spring 1999 - Dr. George Bebis

Homework 1

Due date: 2/9/99

Write an OpenGL program that pops up a window and draws a few filled 2D shapes (triangles, general polygons, etc.) in it. Submit your program according to the guidelines on the class WWW page. In this exercise you are not expected to draw something especially interesting. The point is simply to make sure that you can log on to a machine and get some graphics code running.