ECS 175 -- Computer Graphics
Assignment 2

Due Date

Thursday, February 6, 2014

Description of the Assignment

You must develop an interface that can be used to view polygonal objects from an arbitrary camera positions in 3-dimensional space. This interface should allow you to interactively rotate, translate and zoom the camera, set near and far, and set the field of view angle. You will use this interface to view the following objects (each as a separate program). Freely use anything in OpenGl.

Objects

2. Construct a desktop with the following items
   - Books and Bookends
   - A desk lamp
   - Pencils (sharpened)
   - A pad of paper (with lines)
3. Construct the garbage cans that sit outside of Kemper Hall

Most Important!

HAVE FUN!