Programming Assignment 1

COMPUTER GRAPHICS

Submission

Deadline: 23:59:59, Sunday, March 29th , 2020 (KST, +0900)

- Github server clock

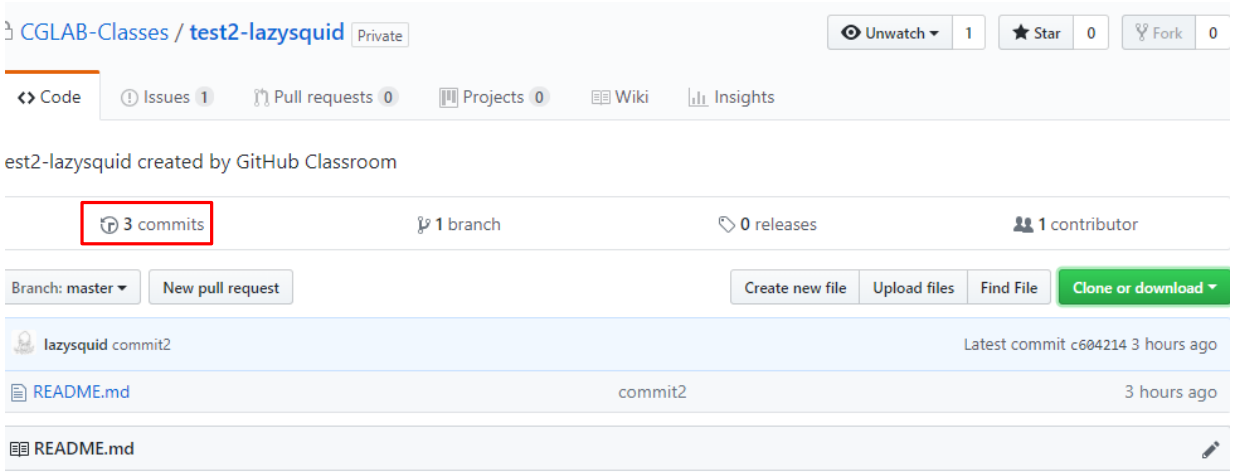
To submit your assignment, you must do two things. **Both of them must be done BEFORE deadline.**

1. You should push your commit to your assignment repo before deadline.
2. You should comment the last commit (before deadline) id (SHA-1 hash) in Github issue board. (See next slide)

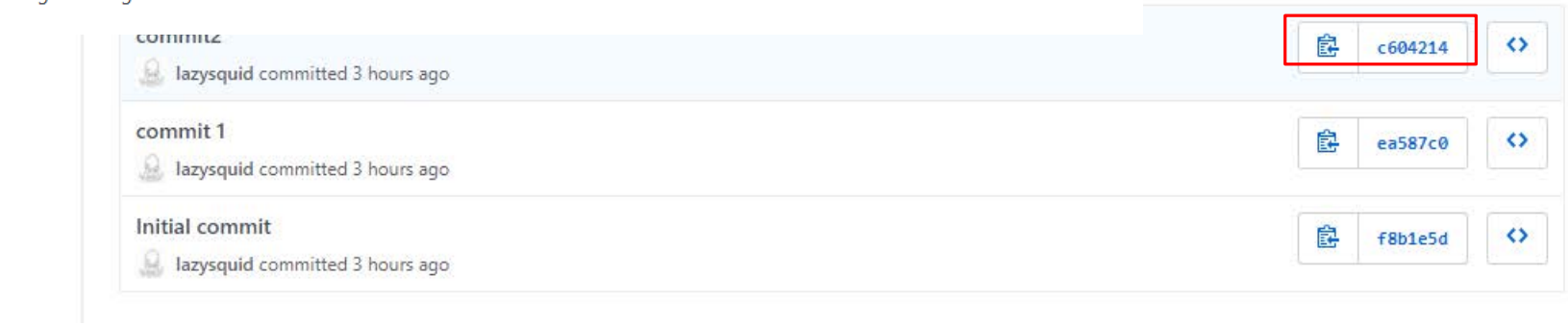
The last commit BEFORE dead line will be considered as submitted assignment.

- Github server will track this for me.
- Timestamp in your commit (local time) will be ignored. (I will use Github server timestamp instead)

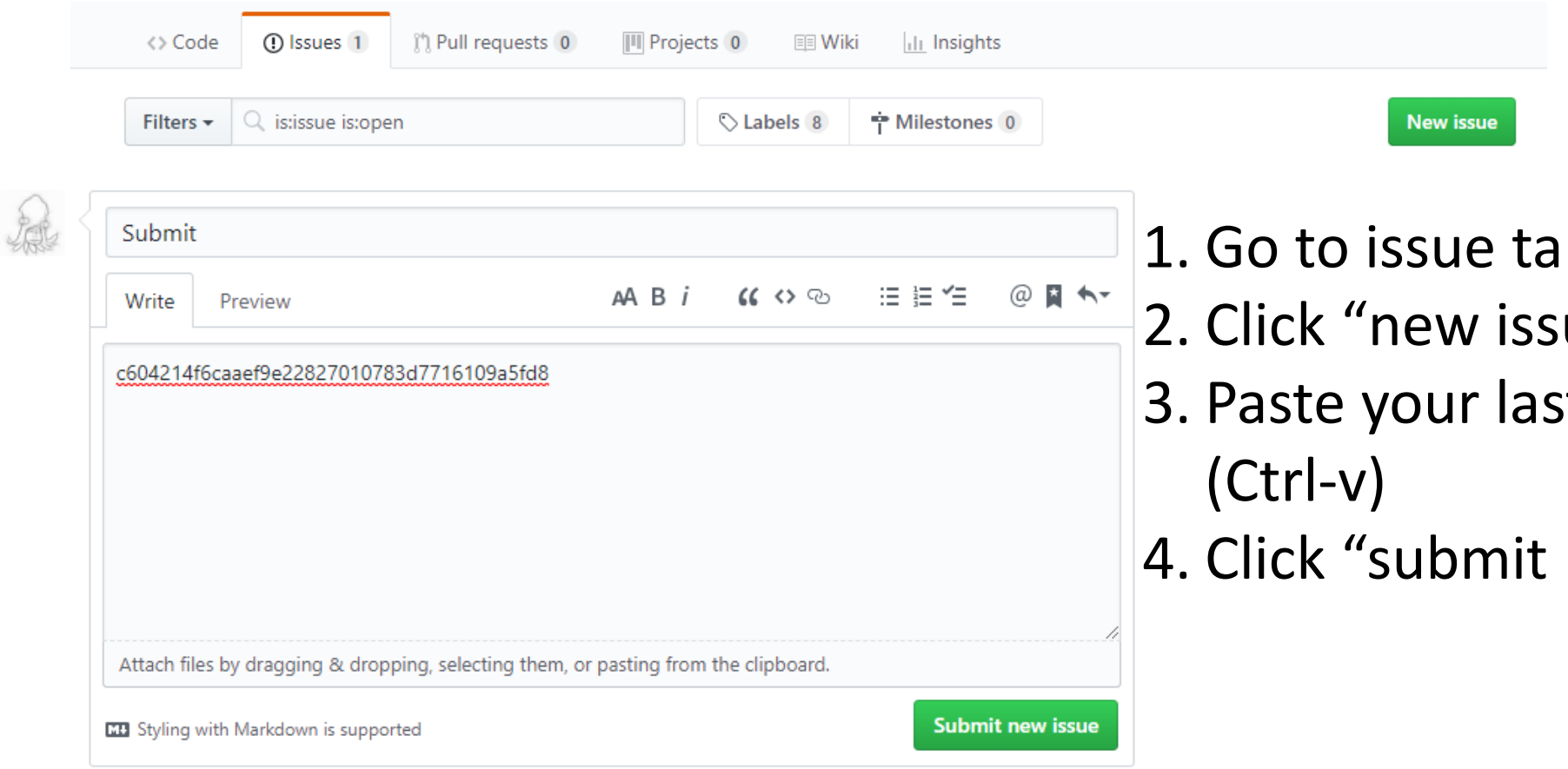
Commenting Commit ID 1/2



1. Go to your assignment repository
2. Click commits
3. Click copy button of your last commit



Commenting Commit ID 2/2



1. Go to issue tab
2. Click “new issue”
3. Paste your lastest commit id (Ctrl-v)
4. Click “submit new isse”

Policy

In the following cases, your grade for this PA will be 0

- Late submission (Late push before deadline or Late last commit id comment on issue board)
- Build/execuition failure
- Making public of your assignment repository
- If you tried to push your commit with force option(Tried to change history of remote server)

Your final grade will be “F”

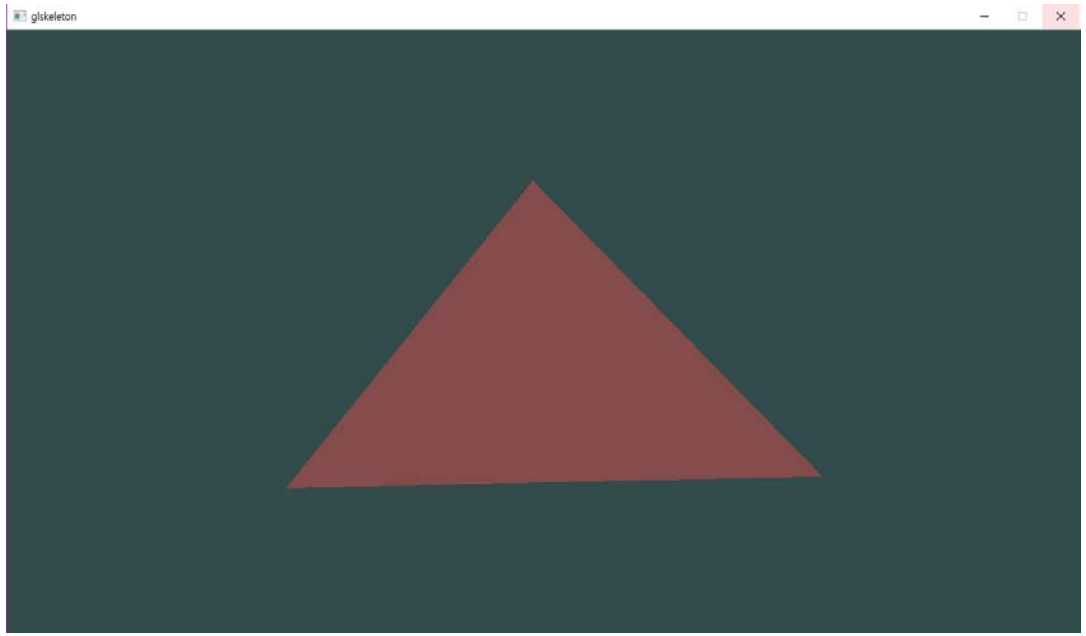
- Copy

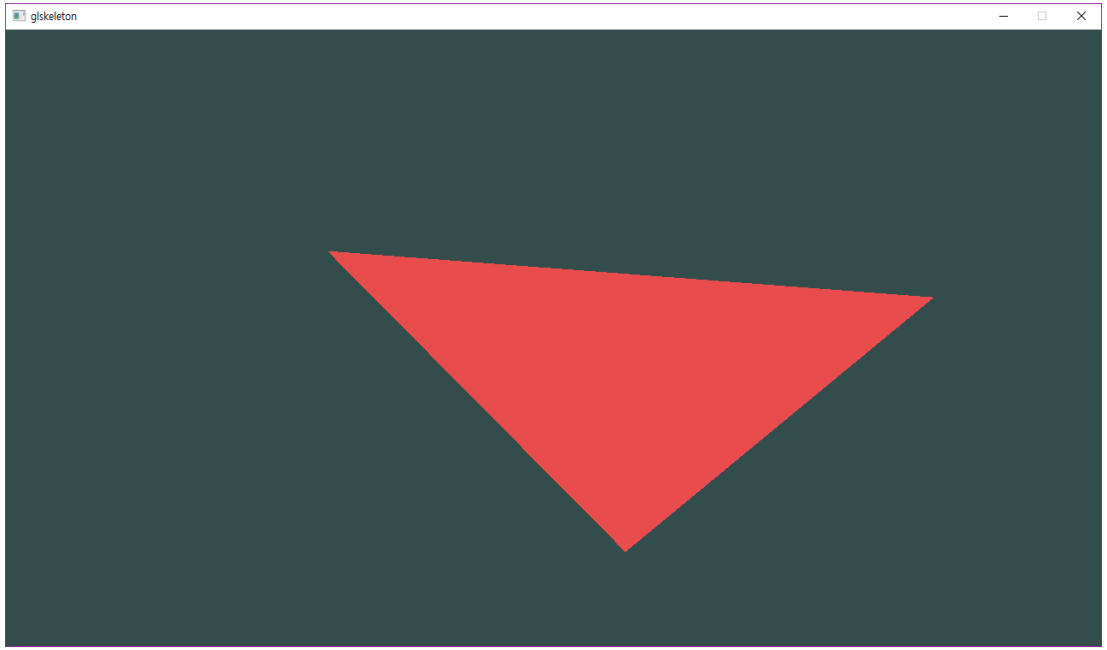
Task Lists

1. Practice how to use OpenGL basic gl* functions [8 Points]
   - Rotate your triangle with respect to time [4 Points]
   - Change your triangle color with respect to time [4 Points]
   - Hints
     - `glfwGetTime` function to figure out current time.
     - Use `sin` and `cos` function in `<cmath>` (or you can use `glm::sin, glm::cos` in `<glm/glm.hpp>`)

2. Report [2 Points]
   - Write your name, student id, github id in report.md [1 Points]
   - Attatch at least two result images in report.md [1 Points]

Expected Results





Rotating and dimming triangle

PA1 Link

1. Login to github
2. https://classroom.github.com/a/6m5lK6k6 go to following link
3. Accept the assignment