

2-D Graphics and OpenGL Lab

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1 Administrivia

Announcements

Assignment

From Last Time

Project discussion.

Outline

1. Introduction to Lab.
2. Lab.

Coming Up

Project day.

2 2-D Graphics and OpenGL Lab

Review `main()`.

Some things you'll need:

1. What is a *CCW winding*?
2. `atoi()`
3. `glClear()`
4. `GL_COLOR_BUFFER_BIT`
5. `glColor3f()`
6. `glBegin()/glEnd()`
7. `GL_LINES`, `GL_LINE_LOOP`, `GL_POLYGON`
8. `glVertex2f()`
9. Don't forget: libraries, command line argument.