Assignment 0913
The goal of this assignment is to kickstart you into graphics programming, initially in OpenGL on C/C++ — just get some code in there, build it, and run it. Don’t worry about understanding everything that the code is doing. Yet.

Not for Submission
1. Read Chapters 1 and 2 in Angel.
   a. Scan through the exercises at the end of Chapters 1 and 2; try to answer them in your head.
   b. Selected exercises are for submission; see below.
2. Get OpenGL and C/C++ running on whatever system you plan to use. Type in any or all of the sample code given out in class just to get the hang of entering code, building it, and running it.
3. Visit Nate Robins's OpenGL tutorial site: http://www.xmission.com/~nate/tutors.html — download the tutorial source, build them, and run them. You’ll get practice with building OpenGL programs and get some good hands-on API training as well.

For Submission
Please submit all assignments on hardcopy; this is what I will count as proof-of-assignment. In addition, e-mail the source code of programming assignments to me. Again, the ground rule is: everything on hardcopy, and source code via e-mail also.

1. Take the spinningsquare.cpp sample program and modify it so it can be a “spinning anything” program: replace the square-drawing routine with a library of 5 different shapes, so that each new mouse click changes the shape that is drawn.
2. Work on the following exercises in Angel, and submit your work to me:
   a. Exercise 1.13 — Pick 3 graphics cards of varying generations and look at how 1 or 2 of their specifications have improved over time.
   b. Exercise 2.10
   c. Exercise 2.20