Assignment 0130
This assignment continues the process of getting to know the OpenGL API by adding more functionality to your fiveshapes program.

Not for Submission
1. Background and reference reading for this assignment can be found in Angel Chapters 2 and 3.
2. On the API side, red book Chapters 3, 4, and 5 will contain the programming information that you’re most likely to use/need.

For Submission
What to Do
Add the following features to your fiveshapes program. Note how some of these features were extra credit assignments from last week; good for you if you’ve added them already:
• Convert all of your shapes into genuine 3D objects that do not use the prefabricated GLUT convenience functions.
• Implement lighting and shading.
• Change the control that starts/stops spinning the displayed shape from a mouse click to a press of the space bar.
• Have a press of the “V” key toggle between orthographic and frustum/perspective viewing volumes for your shapes.
• Have a press-and-drag of the left mouse button rotate or move around the shape in 3D.
• Have a press-and-drag of the right mouse button scale the shape up or down.
Make sure to follow the MVC paradigm when implementing these new features and controls.

How to Turn it In
1. Since this is essentially a “new and improved” version of fiveshapes, commit your changes “in place,” under /homework/cmsi671/fiveshapes.
2. Tag the submission as hw-0130.

Extra Credit
You will get extra credit if your fiveshapes program includes performs texture mapping on your shapes. If you derive your textures from external image files, make sure to commit those along with the source code.