

OpenGL Assignment _2

Due time: Wednesday 9/4/2014

Using C++ and OpenGL Library draw any object and apply some of the following transformation on it:

- ❖ Translation
- ❖ Rotation
- ❖ Scaling
- ❖ Reflection
- ❖ Shearing

You have to submit the code and print screen for the output (the image)

- You have to Use push and pop matrix
- Write the comments for each function
- Submit the code and the print screen for the code in the e-learn dropbox

Hint:

Look at these 2 programs

<http://www.codecolony.de/opengl.htm#TranslAni>