

# Assignment 2

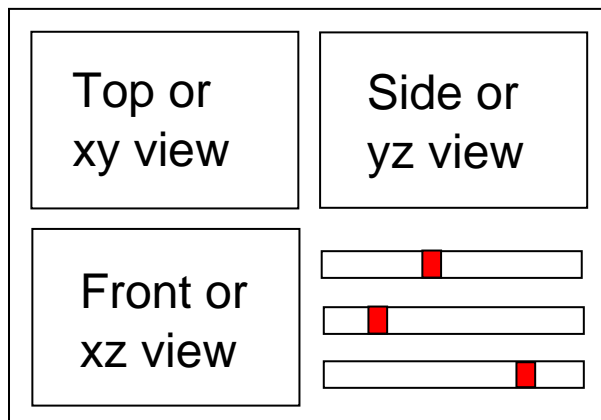
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**CEG476/CEG676**

## **Computer Graphics I**

### **Assignment 2:**

Extend the software from the first assignment to include the capability to rotate. Put three sliders in the remaining quarter of your window:



By moving the sliders, the objects of the scene should rotate by 360 degree around the x-, y-, or z-axis, respectively. The objects should be displayed in the center of the images in order to ensure that they do not rotate out of the window.

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# Assignment 1

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Useful OpenGL functions:

```
void mousecb (int button, int state,  
              int x, int y);  
glutMouseFunc (mousecb);
```

Specifies a mouse callback function. This function is called whenever the mouse moves, or a mouse button is pressed. The parameters x and y resemble the window coordinates where the mouse cursor was located during the event. The button can be one of the following:

```
GLUT_LEFT_BUTTON  
GLUT_MIDDLE_BUTTON  
GLUT_RIGHT_BUTTON
```

# Assignment 1

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```
glutPostRedisplay ( );
```

Force OpenGL to redraw the image. This is useful if you changed the objects in the scene. In our case, you can change the location of a slider after a mouse event and then force OpenGL to redraw so that the slider appears at the correct, i.e. updated, location.