

MAT 494 — SpTp: Computer Graphics, Spring 2005

Homework #3, Due on Friday, February 11th

In this homework you will be extending your OpenGL implementation to clip GL lines to a grey region. Remember your program must compile and execute or you receive a 0.

Project Requirements:

1. Your program should follow these steps
 - (a) Draw lines in a white color using opengl
 - (b) Draw a grey box
 - (c) Draw clipped lines in red using opengl (new endpoints are possible)
2. Allow the user to clip lines to a rectangular region. Use the UI set up for the rectangular box from last project.
3. Allow the user to turn clipping on at the command line by using a `-c` option.
4. Allow the user to toggle clipping on/off by pressing the 'c' key
5. In your README, discuss the difficulties of implementing clipping. Also discuss the results of your work.

Grading Information:

1. README Description, Questions and Answers: 20
2. User Interface/Implementation: 80