

Milestone #7
CpSc 481/681: Skills for Visual Computing
School of Computing
Clemson University
Using OpenGL
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The purpose of this milestone is to help you to become familiar with the OpenGL, GLU and GLUT APIs. Your assignment is to use OpenGL to build the same picture that you illustrated using a character matrix in milestone #6. Create a directory for your milestone and make sure that you have a Makefile in the directory. I will unzip your submission, cd to the directory and type make. Your submission should use colors and, hopefully, use loops. Try also to retrieve a key from the user to modify your picture; for example, we described an approach to use the *c* key, when pressed by the user, to change the colors of a square. Please include a readme describing your illustration and any issues that relate to your work. The items that I will use to evaluate your submission are:

1. **Picture:** draw the picture using OpenGL.
2. **colors:** use several colors.
3. **Makefile:** to build your executable and to make it clean.
4. **User input:** intercept input from the user to modify your picture; you might even intercept several keys to make different changes to your picture.
5. **C constructs:** try to use some ifs and loops, if applicable.

Be sure to compress your directory and submit it using the handin command. To compress the directory:

```
zip -r 7.zip 7
tar -zcvf 7.tar.gz 7
```

Your assignment must be submitted, using the handin command, by 8 AM on Wednesday, December 9th, 2009.

The syntax for the handin command is:

```
handin.481.1 7 7.tar.gz (or 7.zip)
```

Where handin.481.1 means that you are using the handin command for CpSc 481, Section 1. The 7 means that this is the seventh milestone and 7.tar.gz is the name of the directory that you compressed using tar.

Good luck with the assignment, and I hope that this milestone helps you to become more comfortable with the C Programming Language and the OpenGL API.