Homework #5

You MUST work in groups of 2 for this homework. Use the same groups you intend to work with for the final project.

Specifications:

Write an OpenGL program that draws an race track. You can use GL_QUADS, GL_TRIANGLES, GL_TRIANGLE_STRIP, or any other OpenGL primitive you wish. You do NOT have to incorporate any motion of the camera (Homework 6 will deal with this issue). Your program should exhibit the following minimal specifications:

- You should be able to see most of the track
- Your track should include a green field around it (hint: draw a giant green polygon)
- You should be able to see a blue sky (hint: draw a giant blue sphere around the track)

What you should hand in:

- A screen capture of your program running
- A printout of your source code
- A 1 page typewritten description of how you approached this problem

Due date:

Monday, November 12, 2001, BEFORE class.