

CS5500 Computer Graphics  
Assignment 2

**Due: 23:59 April 3, 2007**  
**(10% penalty for each day late)**

1. Start from the `cube.c` example in assignment 1. Modify it to use perspective projection. (Hint: Modify `myReshape()`.)
2. Remove the mouse callback so that the cube will not be spinned when a mouse button is clicked. Then add a mouse motion callback to allow the user to change the eye position by pressing and holding the left mouse button. Rotate the eye position so that its distance to the origin is always the same. Set the look-at point to the origin. Then call `gluLookAt()` to update the new view. Remember to post a redisplay event to display the new view.
3. Then add keyboard callback for the 'm' key to print out the current OpenGL projection matrix to the console window. You will need to use `glGet()` to retrieve the projection matrix. Look up the OpenGL references to learn the necessary procedure.

Submit your program source files online through the course web page.