CS5500 Computer Graphics
Assignment 2

Due: 23:59 March 17, 2006 (10% penalty for each day late)

Part (1): Use GLUI to display and interact with the cow.obj model.   Your program must allow the user to move and rotate the model freely.   The OBJ format of the cow model is slightly different from the bunny model in assignment 1, but should be still easy to interpret.   Since we are not concerned with the shading and lighting at this time, you may ignore the unknown tokens (such as vn, g, and s).

Part (2): Process the normal vectors (i.e., the vn records and their indices in the f records) and add lighting effects to your program.   Use GLUI to add control of the light position as well.

The maximum score for this assignment is 95.   The score for finishing Part (1) is 90.

A description of the OBJ format is available online at:
http://www.eg-models.de/formats/Format_Obj.html

Submit your program source files online through course website.