

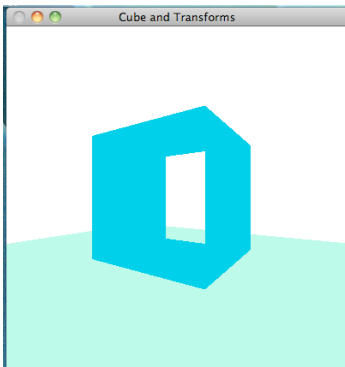
Lab #4 – cpe471

Introduction to 3D and to transforms

Today we will explore matrix transforms applied to a 3D cube. Please download the Lab4 release code and read the code carefully. Today, we will only be modifying the .cpp file, but be sure to read the shader files to get an idea of what is happening in the program.

Task 1:

Make sure you understand the code enough to change the view, so you can see the cube on the side – something like this:



Task 2:

Modify the code to draw more than one cube (at least 5) in different positions (and colors) – Be creative and play with the transforms to get an idea of how they work. For example, try making this large 3D plus sign:

