3DMM 2014
# Assignment #2: OpenGLES

Problem 1 - Hello Triangle

- Draw
  - two triangles
  - two cubes
  - with color assigned
- You can directly modify the source code of *lesson 1*.

Problem 2 - Phong Shading

- Implement Phong shading both in
  - vertex lighting(*lesson 2*)
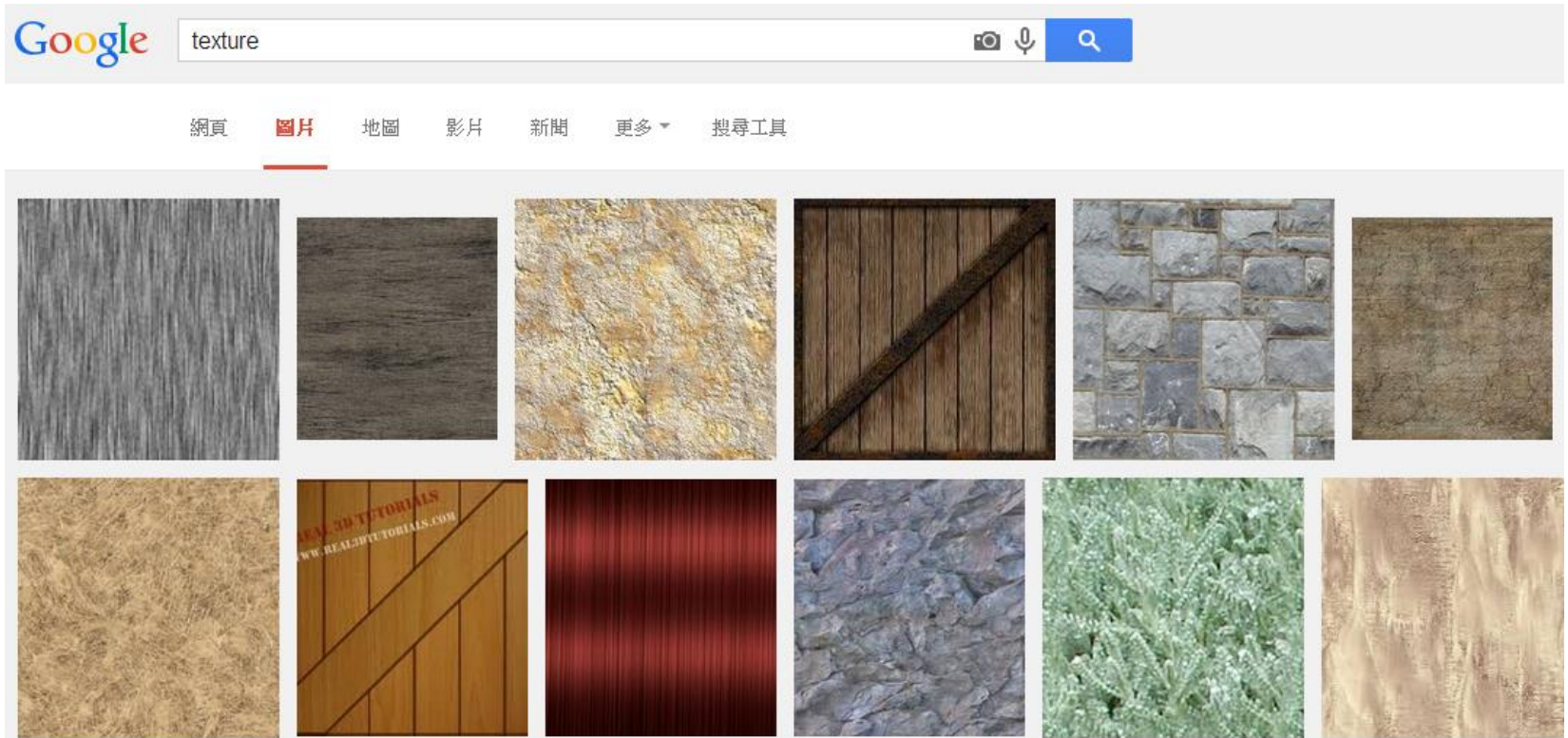 - fragment lighting(*lesson 3*)
- Reference:
  http://en.wikipedia.org/wiki/Phong_reflection_model

Ambient + Diffuse + Specular = Phong Reflection
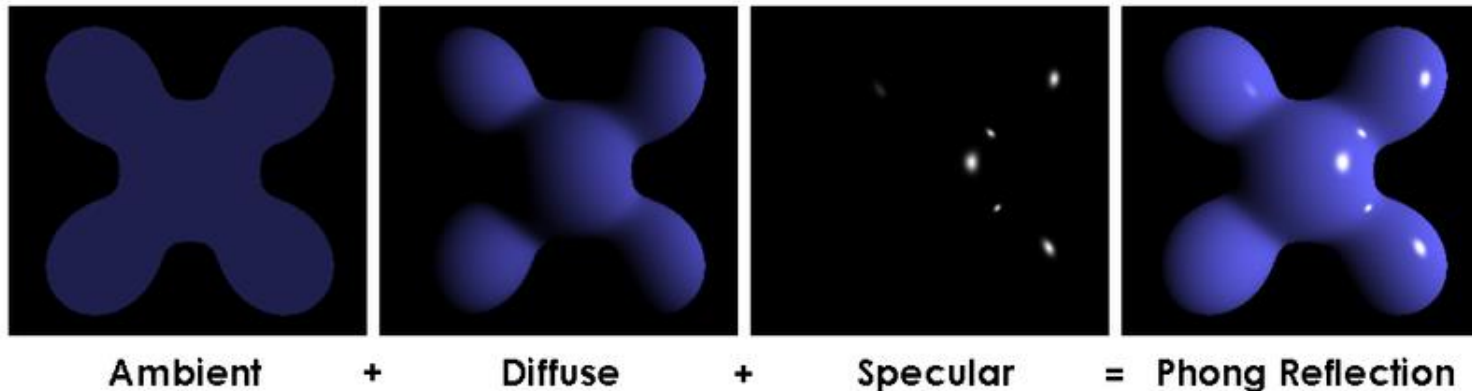
Hint: You only need to modify the shaders.

Problem 3 - Texture

- Draw two cubes with different textures.
- You can directly modify the source code of *lesson 6*.

Report

- Describe what you have done for each problem.
- For problem 2, is there any different between the vertex lighting and fragment lighting? If so, try to explain why.
- Capture your results using DDMS for all problems.

Submission

- Deadline: 2014/4/14 11:59 pm
- Compress all required files as a single ZIP or RAR file.
  - Naming rule:
    3DMM_HW2_R02943001.zip
    3DMM_HW2_R02943001_v2.zip
- FTP:
  - 140.112.174.82
  - Port: 2021
  - Account: The same as the one used in the course website.
- Required files
  - Report, in PDF format
  - **Only source code** (*.java/shaders)
  - Extra texture maps (optional)
- Any further question, please contact TA
  - 塗偉志 wctu@media.ee.ntu.edu.tw