

3DMM 2015
Assignment #2: OpenGL ES

Problem 1 - Hello Triangle

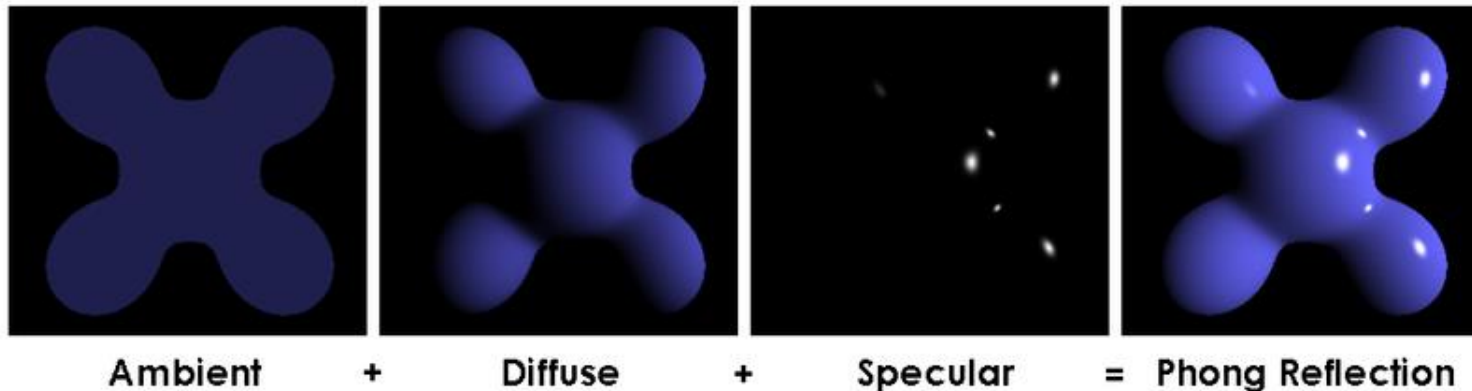
- Draw
 - two triangles
 - two cubes
 - with color assigned
- Bonus
 - draw a sphere
- You can directly modify the source code of *lesson 1*.

Problem 2 - Phong Shading

- Implement Phong shading both in
 - vertex lighting(*lesson 2*)
 - fragment lighting(*lesson 3*)

- Reference:

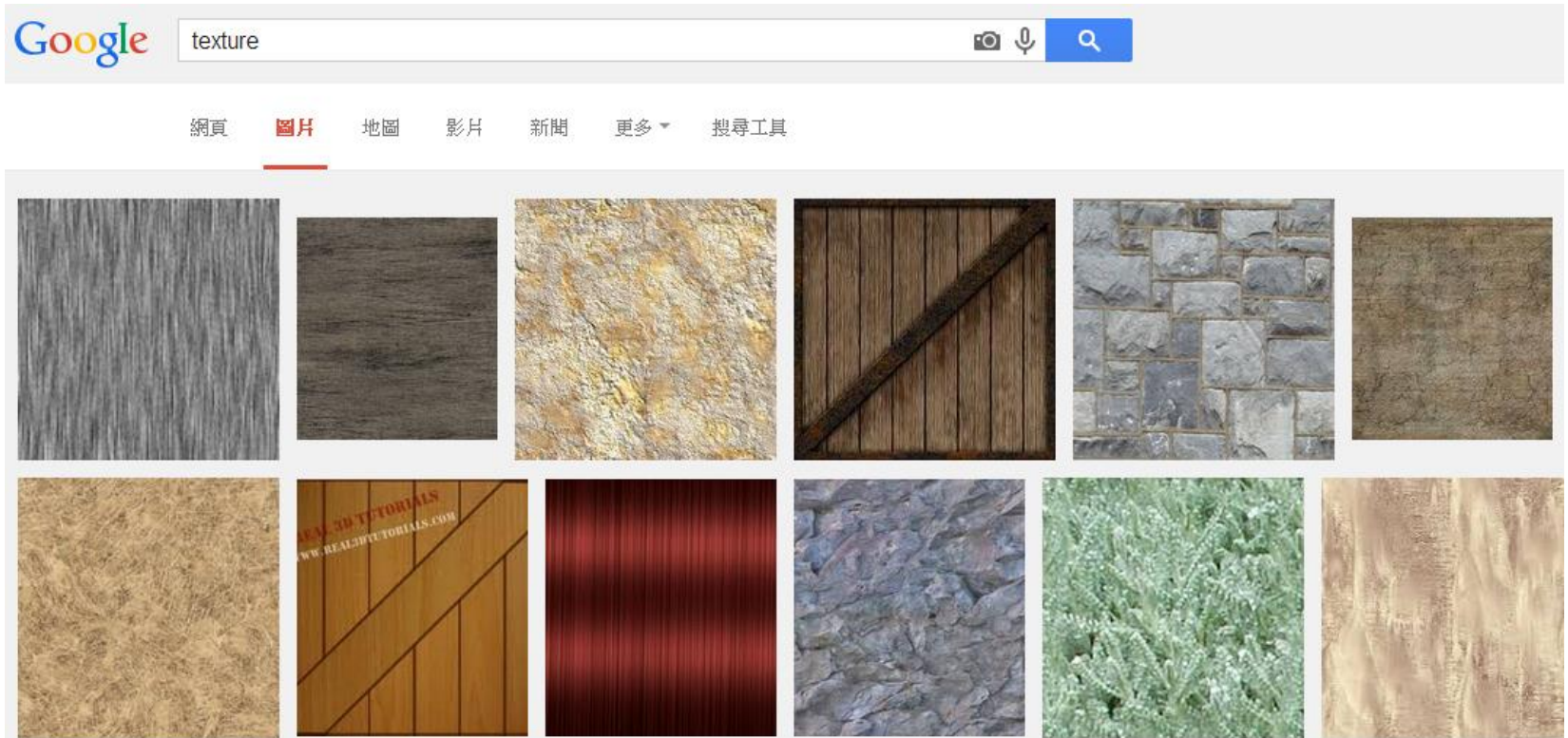
http://en.wikipedia.org/wiki/Phong_reflection_model



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 difference between the vertex lighting and fragment lighting? If so, try to explain why.
- Capture your results (ex: using DDMS plugin) for each problem.

Submission

- **Deadline: 2015/4/20 11:59 pm**
- Compress all required files as a single ZIP or RAR file.
 - **Naming rule:**
 - 3DMM_HW2_R03943001.zip
 - 3DMM_HW2_R03943001_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
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