Assignment #0

Point Value: 30 points

Due Date: Sep. 2nd, 11:59pm

CS 184: Foundations of Computer Graphics
Fall 2016
Prof. James O'Brien

This assignment serves two purposes. First it gets your account set up, second it forces you to figure out how to compile code linked against OpenGL.

I suggest that you not wait until the last minute to get this done. The chances are that you'll encounter some minor snafu such as problems linking against OpenGL or trouble figuring out the submission program. Whatever the problem is, it will probably be something minor but figuring it out will take some time.

1. **In your CS-184 class account home directory, create a sub-directory named *public_html.* In this directory place an HTML page named index.html. This web page should contain:**
   - Your name
   - Your preferred e-mail address (reasonably obfuscated if you want to avoid spam)
   - A photo of yourself
   - Any other information about yourself that you think is interesting and would like to share
   - A place where you will later add links to pages where you will post your assignment results
2. **Feel free to customize this page and make it something that represents you. Keep it readable and make sure we can easily locate the above required items. Do not use any auto-playing music because that's *tacky* and Prof. O'Brien finds it irritating.**
3. **The files referenced by the above mentioned web page should all be contained in the public_html directory or a subdirectory of that directory.**
4. **The directory, *public_html*, and the files in it should be world readable. Your home directory should be world searchable but not world readable. To test, try loading the URL for your class account which will be something like http://inst.cs.berkeley.edu/~CS184-xx**
5. **Go to the class web page and you will find example code *example_00*. Compile the code and run the resulting executable. You should see a window open up with a red rectangle and orange triangle.**
6. **Modify the example code so that it draws "something interesting" using 2D polygons. Some suggested examples: write out your name, draw a maze, make a picture of some sort. Be creative. OpenGL can handle a lot of polygons and you know how to program loops... perhaps you could write code to generate an interesting pattern. Feel free to do more than one thing and cycle through them when the spacebar is pressed.**
7. **Take a screen shot of the program running after you have modified it, make a web page that shows off your image, and link this "Assignment 0" page from your CS-184 home page. The idea is that you should make a page that shows off what your program does. Within that general guideline feel free to be creative.**
8. **If you'd like to earn some extra credit points then create an interesting animation of your own, then screen capture a movie of your program running and put that on your website also under Assignment 0. (Your class account has a quota so you'll either need to figure out**

how to keep the file small or you can upload the video to YouTube and embed the player in your page.)

9. **Use the *submit* program to submit a directory containing the following:**

   - a single text file with your name, student ID number, CS-184 account username
   - a JPEG image with a picture of yourself
   - the code you modified from the OpenGL example

   The text file must be named "info.txt" and items should appear in the order given above with each item on a separate line. The image file must be named "photo.jpg" and it should have a clear picture of yourself that would allow someone to recognize you.

Note that including the photo of yourself is *not* optional. If you have a privacy concern regarding posting a picture of yourself on the web, then please contact the professor *prior* to the deadline for this assignment.

Do <u>not</u> put your student ID on your webpage.

This assignment must be followed exactly. If you don't then the scripts that process the submission won't work.