

Assignment #1

CS 184: Foundations of Computer Graphics

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Point Value: 30 points

Fall 2011

Due Date: Sept 2nd, 11pm

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
 - 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 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. *Optional, but suggested:* Create a file named *.forward* in your CS-184 class account home directory that contains a single line of text. This line of text should be the e-mail address that you check most regularly. This file will cause any e-mail sent to your cs184 account to forward to whatever address you put in the file. (Check that the forwarding works by sending your cs184 account e-mail and see if it shows up in your regular e-mail.)
 6. Go to the class web page and in the resources section you will find *example code #1*. Compile the code and run the resulting executable. You should see a window open up with a red rectangle and orange triangle.
 7. 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.
 8. 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 1" page from your CS-184 home page. The
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idea is that you should make a page that shows off what your program does. Within that general guideline feel free to be creative.

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 not 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, the TA will have to do extra work, and you will lose an easy 30 points.
