

Homework 1: Build your interactive GUI

Here is what you need to do:

0. Download the codes package from:
www.ece.lsu.edu/xinli/teaching/EE4700Fall2009/homework1.zip
and download the bunny mesh file from:
www.ece.lsu.edu/xinli/data/bunny.zip
1. Compile the codes, you want to include the mesh library and let your main file call them correctly
2. Run the project, you should be able to see a GUI that you can zoom in and zoom out the scene
→ [Take a screen snapshot and send it to me \(2pts\)](#)
3. Add in the **translation** and **rotation** functional:
→ [so that you can use mouse to get better view from different directions \(7pts\)](#)
4. You might find the effect is weird. Depending on your implementation, you may even find that when you rotate the scene, the backside is dark. The reason is the starter codes do not call `glNormal*()`, and OpenGL uses the default normal of (0.0, 0.0, 1.0) on every vertex:
→ [Compute the normal on each vertex and set the normal for OpenGL correctly \(3pts\)](#)

DUE in two weeks!