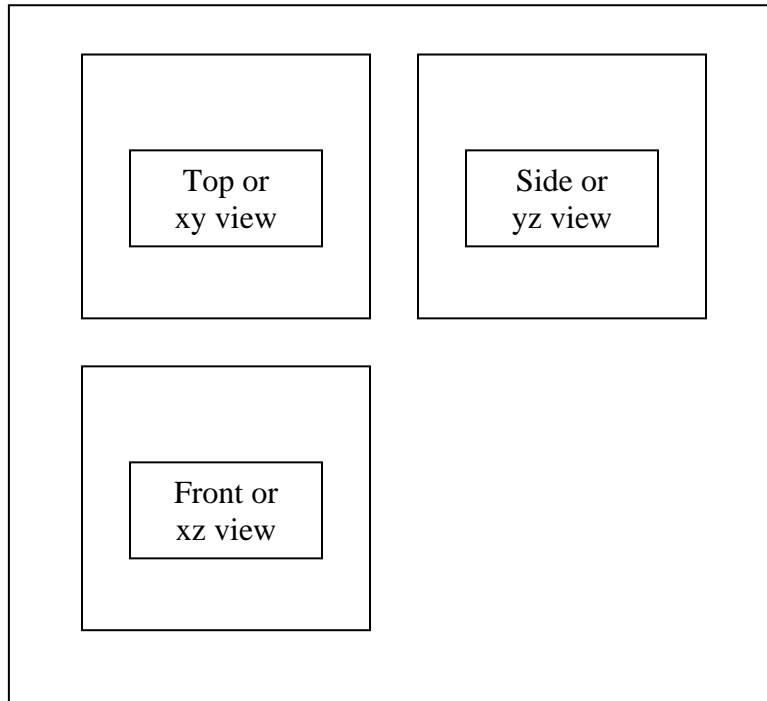


CEG-476/676

Assignment 1 Handed Out: Sept. 19, 2005 Due: Sept. 28, 2005, 4 PM



Design and implement a program that will read in a triangle/quadrilateral mesh and display three orthogonal views of the mesh in three different viewports in the same window as shown above. Leave the lower right quadrant in the window empty. In a future assignment we will create a user interface there.

Some example triangle meshes are attached to test your program.

4
-1 -1 -1
1 1 -1
1 -1 1
-1 1 1

4
3 1 2 3
3 1 0 2
3 3 2 0
3 0 1 3

8
-1 -1 -1
1 -1 -1
1 1 -1
-1 1 -1
-1 -1 1
1 -1 1
1 1 1
-1 1 1

6
4 0 1 2 3
4 5 4 7 6
4 6 2 1 5
4 3 7 4 0
4 7 3 2 6
4 5 1 0 4

6
1 0 0
0 -1 0
-1 0 0
0 1 0
0 0 1
0 0 -1

8
3 4 0 1
3 4 1 2
3 4 2 3
3 4 3 0
3 5 1 0
3 5 2 1
3 5 3 2
3 5 0 3
