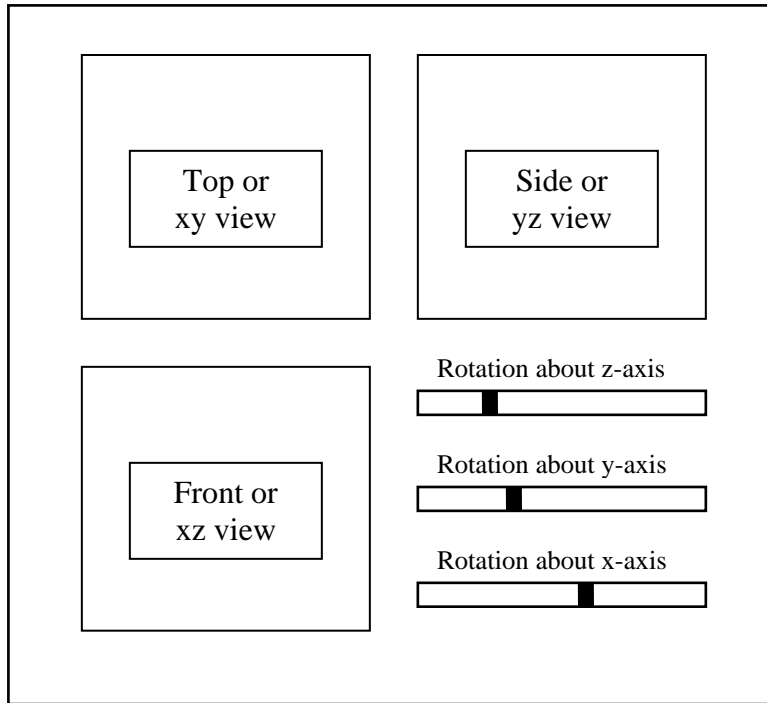


CEG-476/676

Assignment 2 Handed Out: Sept. 29, 2005 Due: Oct. 10, 2005, 4 PM



A program to read in a polygon mesh in PLY format and display it in shaded form is provided. Use parts of this program to revise your Assignment 1 program to read in a polygon mesh and display the mesh in three orthogonal views in the same window as shown above. Implement a slider tool to interact with each view. Your program should allow the user to rotate the object in one view 360 degrees by moving the slider from one end to the other with the mouse. Include all code relating to display and manipulation of the slider tool in one file.

After reading the coordinates of an object, adjust the coordinates so it is centered at the origin. This will facilitate rotation of the object.

You may work alone or with a partner. If you work with a partner, submit only one program but include both names on top of all programs.

Programs should be tested to work either on *gandalf* or PC using *MS Visual C/C++*. If your program works on *gandalf* submit it as follow: `~ceg476ta/turning-project2 filename`, where *filename* is the name of the file containing your program. If you implemented your program using *MS Visual C/C++*, turn in your source code and an executable copy on a Windows PC disk.