

**CMPS 327
FALL 2009
ASSIGNMENT #2**

**MODIFICATION OF EXAMPLE 3 FROM CHAPTER 5
(DUE DATE: October 19th)**

The assignment is to modify the code for example 3 from chapter 5. The program draws a cube that is translated along the positive X-axis and then rotates about the world Y-axis.

Here are the changes you will make:

- Flatten the cube by scaling its height to 50%.
- Change the cube edges to black and put a blue edged roof on top of it. You can create a whole new shape if you wish.
- Translate the cube along the positive X axis and have it rotate about its own Y-axis.
- Add the X (in red), Y (in green) and Z (in blue) world axes.
- Move the camera to position (100, 100, -450). It's alright to tweak these numbers if you need to as long as you adhere to the general requirements.
- Rotate the camera about the Y-axis and make it look at the origin with 'up' being along the Y-axis.