

COMPUTER SCIENCE 3710

Computer Graphics

Assignment #2

Spring 2012

Due: Thursday March 1, 2012 at midnight.

Late Penalty: -15% per day late

Flocks of Butterflies

The next step is to have multiple butterflies doing (slightly) different things.

All butterflies will respond to f , and mouse buttons as in the previous assignment. However, when the wings flap, the butterfly will fly in a circle. Each butterfly will have a different flap speed, flying speed and radius of turn. Scatter your flock (at least 5 butterflies) so there aren't too many collisions.

The eye position will initially be at (0,0,10) looking at the origin. The user will be able to move the eye a small amount forward (m) or backwards (b) along the Z -axis but keep looking at the origin.

Place a small stationary multi-coloured solid object at the world origin. (Do not use any of the glut objects).

Comments/hints/advice:

- `/home/lib3710/lect/flock` is an executable that shows the basic functionality required.
- There is no `submit` script – mail your submission directly to the marker: (`mark3710@cs.uleth.ca`) including info on which system you used. Windows/linux users should zip all required files. (rename the file to avoid the blocking of `.zip` files)
- Include comments and use *reasonable* style.