

CPSC 360 – Computer Graphics
Interterm 2004
Assignment 3 – Fun With Fonts
Due 1-12 @ 6pm

Overview: In this assignment you will explore the capabilities of OpenGL for displaying text, as well as test your ability to design and implement your own font. You will write a program that starts by displaying a blank canvas. When the right mouse button is pressed, a menu with 3 options (Bitmap, Stroke, and CPSC360) will be displayed. When a selection is made, your program will display your first name in that font. Below it you will display all the upper-case letters for that font.

The first 2 types of fonts are built in, and are called using `glutBitmapCharacter(font, letter)` and `glutStrokeCharacter(font, letter)`. CPSC360 will be a font designed collaboratively by the class. You will each be responsible for implementing certain letters. You will provide an implementation of each letter on blackboard, so that others may compile and link the letters in with their programs. Each letter should be implemented in a function “`draw_?`”, where ? is the letter to be drawn. You should provide a stub so that others can compile ASAP.

Hints: You may want to investigate the `glTranslate` function. An appropriate translation at the beginning and end of each draw function will help when it comes to displaying the letters side by side in a straight line. I’ll leave it to all of you to agree on a convention.

Grading: As usual, grading will be based on correctness, elegance of solution, and style. Because your fellow students are counting on you to provide an implementation in a timely manner, I suggest you not wait until the last minute.

Letter Assignments:

Bob: A K U
Rene: B L V
Chad: C M W
Joe: D N X
Eddy: E O Y
Chris: F P Z
Darrel: G Q 1
Oliver: H R 2
Will: I S 3
Kevin: J T 4