

HW2

Due Tuesday 2/15 by 2pm on blackboard

Write opengl pseudo code to implement rotations for the following hierarchy of models:

—————> means 'is relative to'

Use only the following commands:

glPushMatrix, glPopMatrix, glRotate, glmDraw

glRotate and glmDraw should only be called 3 times each.

Use pseudo code! You do not have to write compileable code for this!

