

Assignment EC: Picking

DUE: April 27 11:59pm – turn in one week before April 25th if you want to know the grade by the drop date

This assignment is only worth half of an assignment, but will it add points directly into your previous assignments (after the dropping of your lowest assignment).

Part I (40pts):

Implement two strategies for object selection (ray casting, color coding, or use the GL_SELECTION mode). Once you have selected an object, it should change color or something to indicate that it has been selected. You should have at least 2 objects. Feel free to use glutSolidSphere for the objects.

The user should be able to toggle the type of selection by pressing r,c,or s, indicating ray casting, color coding, or GL_SELECTION.

Grads: implement all three types of selection.

Part II (10 pts):

In one or two paragraphs, discuss the tradeoffs between the approaches you implemented

Submit all files through blackboard or email to the TA: the files or a weblink.