

Name:	Date:	Period:
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## Lab15: 3-D OpenGL

- Compile and run the demo shell.
- Run the demo.
- Edit the demo shell so that it works like the demo...
  - Note the use of the “up” vector as theta changes.
  - Note the use of “load identity” before the “look at” calls.
  - Note how the (x,y,z) space is being treated.
- Attach a code printout.
- Describe how you handle the user input.

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### Official Use Only

Header:	Name	Correct Date	Program Description
Style:	Comments	Variable Names	Modular
Data Structures:	Obvious	General	Lean
Algorithm:	Clear	Correct	Efficient
Scoring:	Raw _____	Late _____	Total _____