

CP2 Exercise 16

12/03/2007

1. Have a look at the SDL image library: http://www.libsdl.org/projects/SDL_image/
Documentation can be found at http://jcatki.no-ip.org/SDL_image/
2. Using the solar system program (*from exercise 15*) as a reference point, modify the program to make use of SDL rather than GLUT (*see the attached notes*). Then expand the program to load a background image using the SDL_image library that should be displayed instead of a black, blank background.
Use a triangle-strip vertex array and blending to create a semi-transparent Saturn-like ring for one of the planets of the solar system. Add materials and lighting to the program. Experiment with materials and possibly textures.

hint: *a suitable background image can be downloaded from*
<http://programming.swordfighter.co.uk/cp2ex0405/asteroids/space.bmp>