Lab Assignment # 2 – RenderMan in `C/C++`

Due: Now

Directions: In this assignment you'll practice creating `C++` files with RenderMan/Pixie functions.

You can work with others and discuss the problems, but each student must write his/her own, independent solution. If you are unsure about what i mean by this, please ask!

Problem 1. Download this sample `C++` file, then incorporate and modify the RenderMan primitives you used to create the pendulum in the previous assignment. Rename the file to `pendulum.cc`, write a make file called `make_pendulum`, compile it into an executable that you can run to create the image `pendulumcc.tiff`.

Lab work submission instructions:

1. create a solution directory called `math496_lab2_xy`, where `x` and `y` stand for your initials

2. save/copy/move the file `pendulum.cc` to the solution directory

3. save/copy/move the file `make_pendulum` to the solution directory

4. *optional* save/copy/move the file `pendulumcc.tiff` to the solution directory

5. zip your solution directory, *i.e.*, create a file called `math496_lab2_xy.zip` that contains the solution directory

6. upload that file to the course submission system