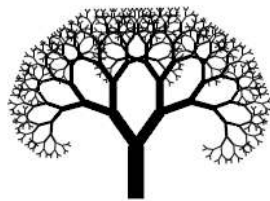


Programming #2 (4190.410)

Due: October 3, 2012

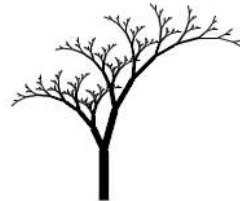
Design your recursive tree-modeler using OpenGL. Represent the following example trees as closely as possible.



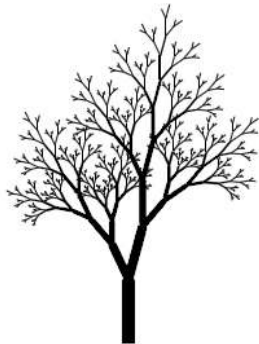
a



b



c



d



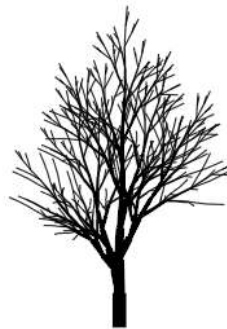
e



f



g



h



i