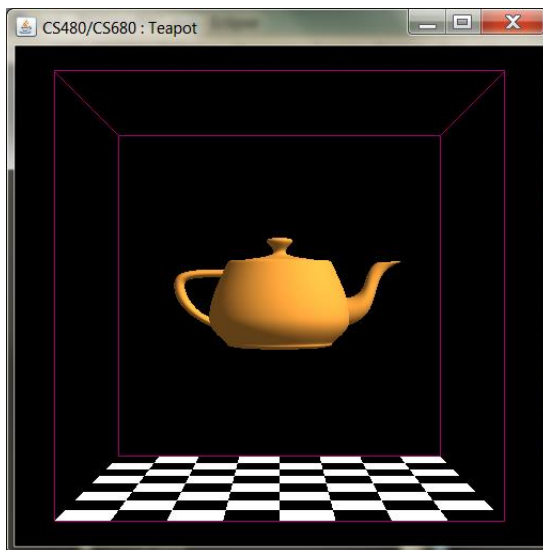


After completing this lab you should be able to:

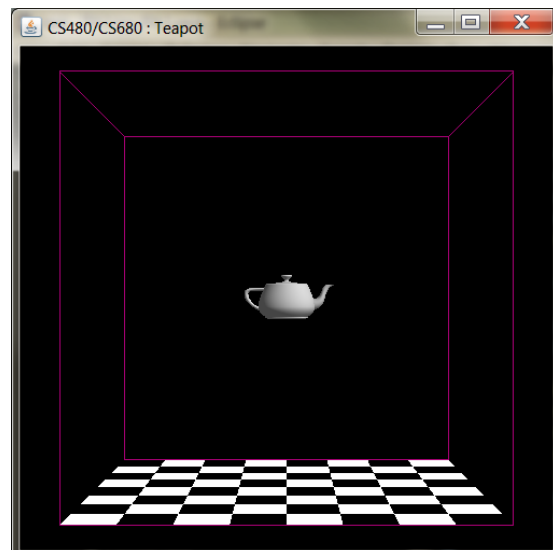
- develop display lists for creature creation
- develop display lists for creature animation

1. Download the lab template from: <http://cs-people.bu.edu/sbargal/graphics-fall-2016-lab.html>
2. Setup your project in eclipse and run it. You should see a spinning orange teapot.
3. Disable the rotation of the teapot.
4. Make the teapot grey and smaller.

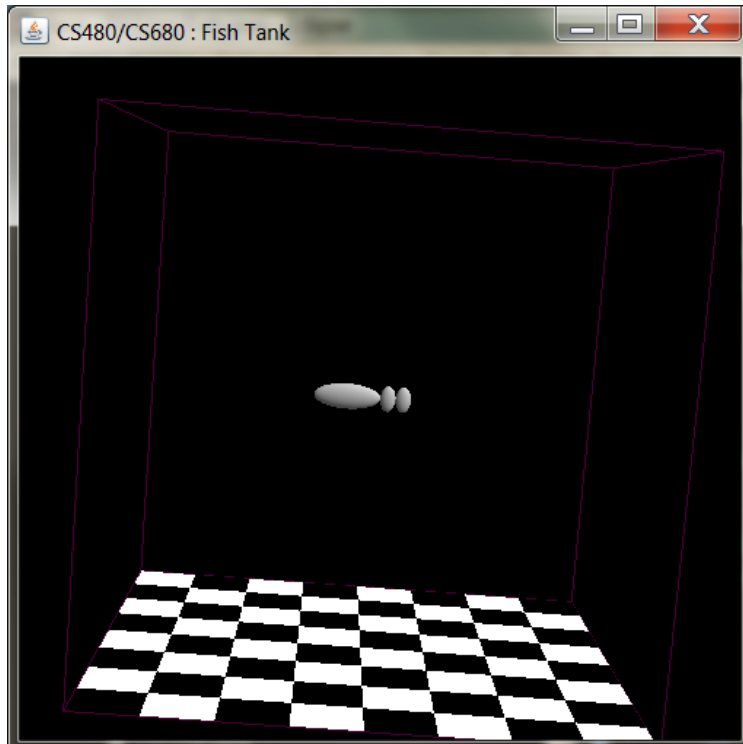
Before:



After:



5. Replace the teapot with a fish that looks as follows using gl transformations and `glutSolidSphere`:



6. Now make the tail rotate from the right of the fish to the left of the fish. The second tail segment should have effective rotation from the body and the first tail segment.

7. Now make the fish rotate about the axis parallel to the y-axis that passes through the point connecting the body with the tail. The tail should concurrently be flapping.