Blog Entry © Monday, November 10, 2025, by James Pate Williams, Jr. More COMP 640 Advanced Computer Graphics Results

In the Spring Quarter of 1999 at Auburn University, I took a course named COMP 640 Advanced Computer Graphics taught by Professor Kai H. Chang. We had to create a class project of the students' own design and implementation. I modified the project to do three-dimensional graphics in about 2011. The program was written using OpenGL, the open graphics library. Below are some graphs generated by the application.

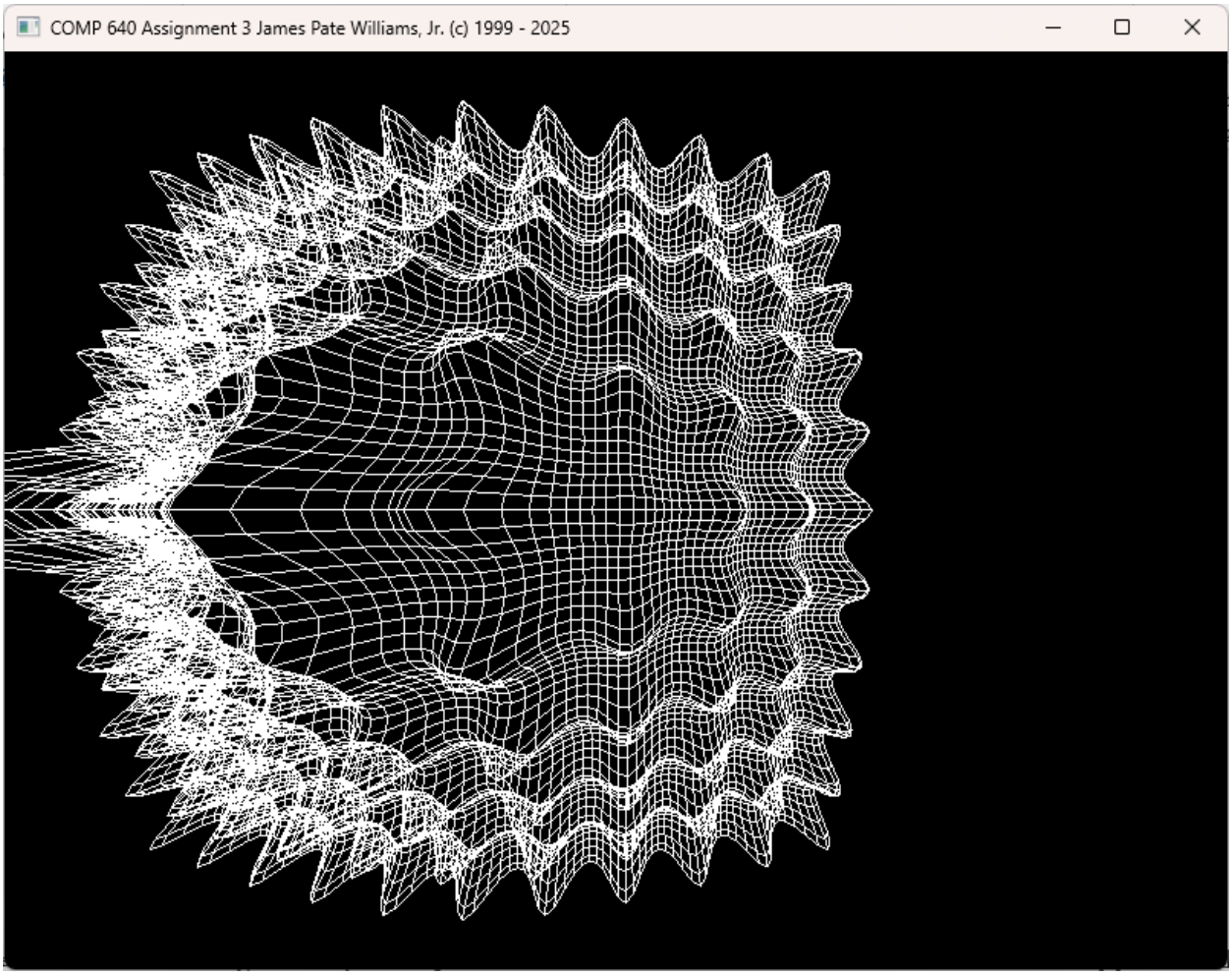

Figure 1 Ackley's Function

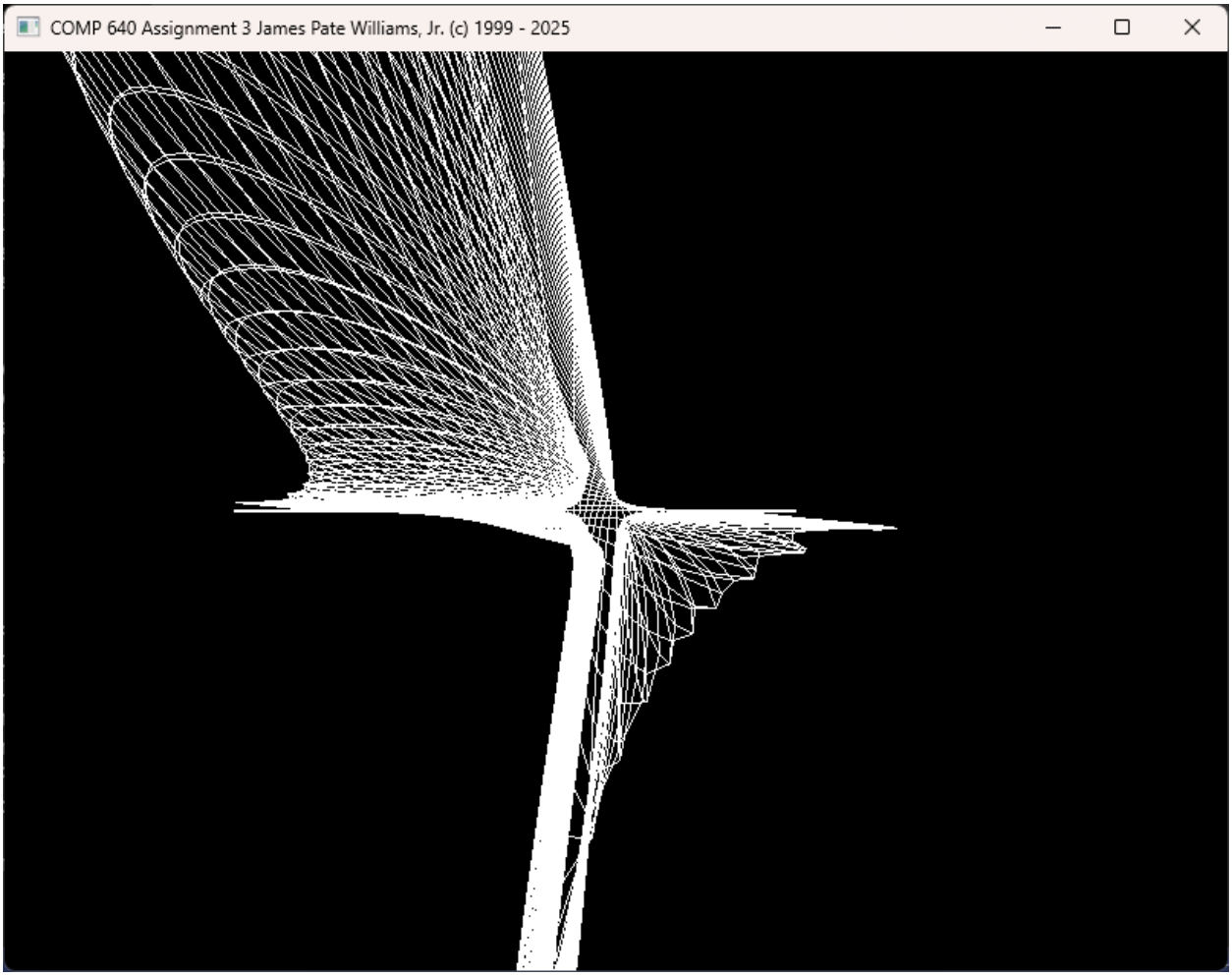

Figure 2 - Beale's Function

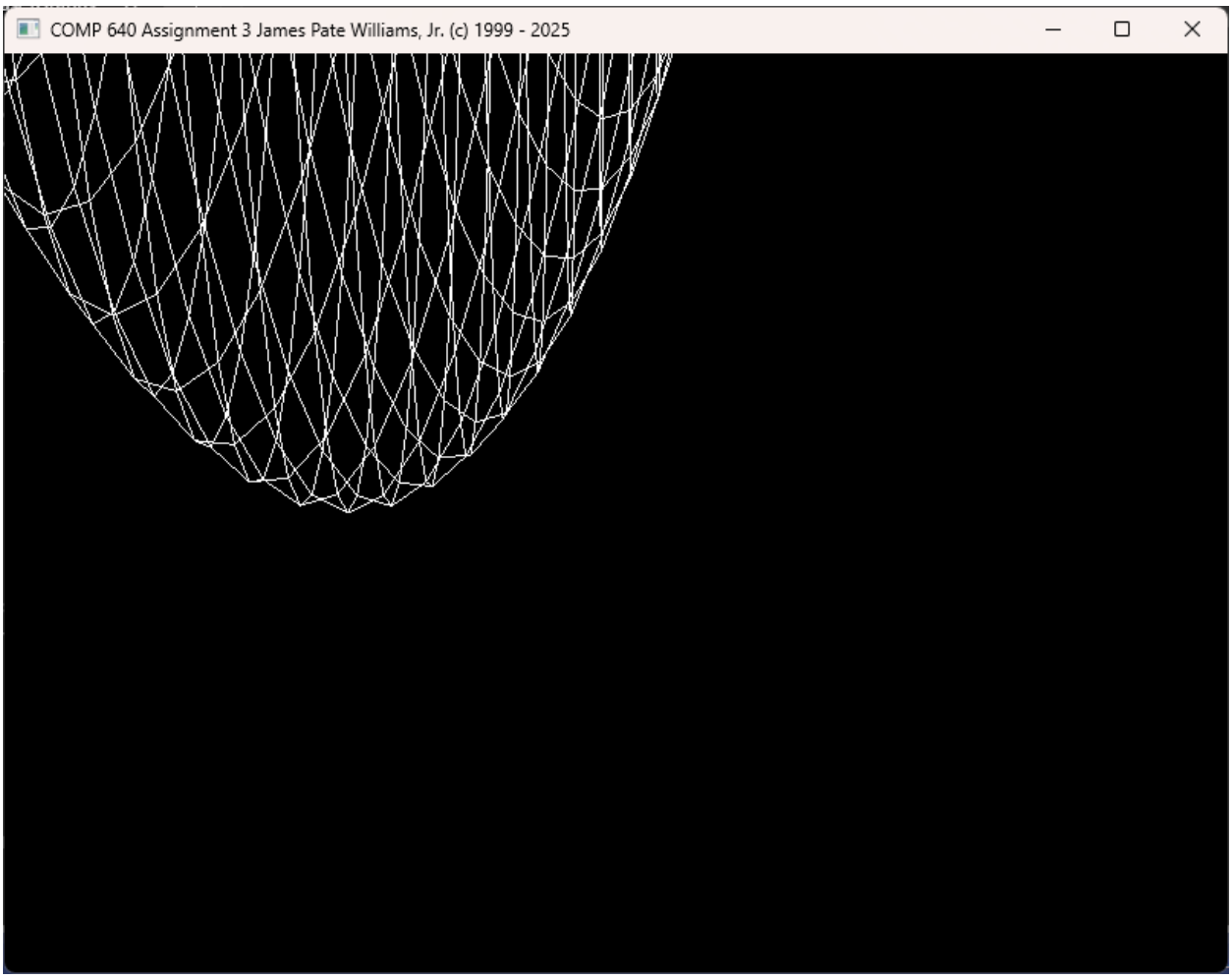

Figure 3 - Booth's Function

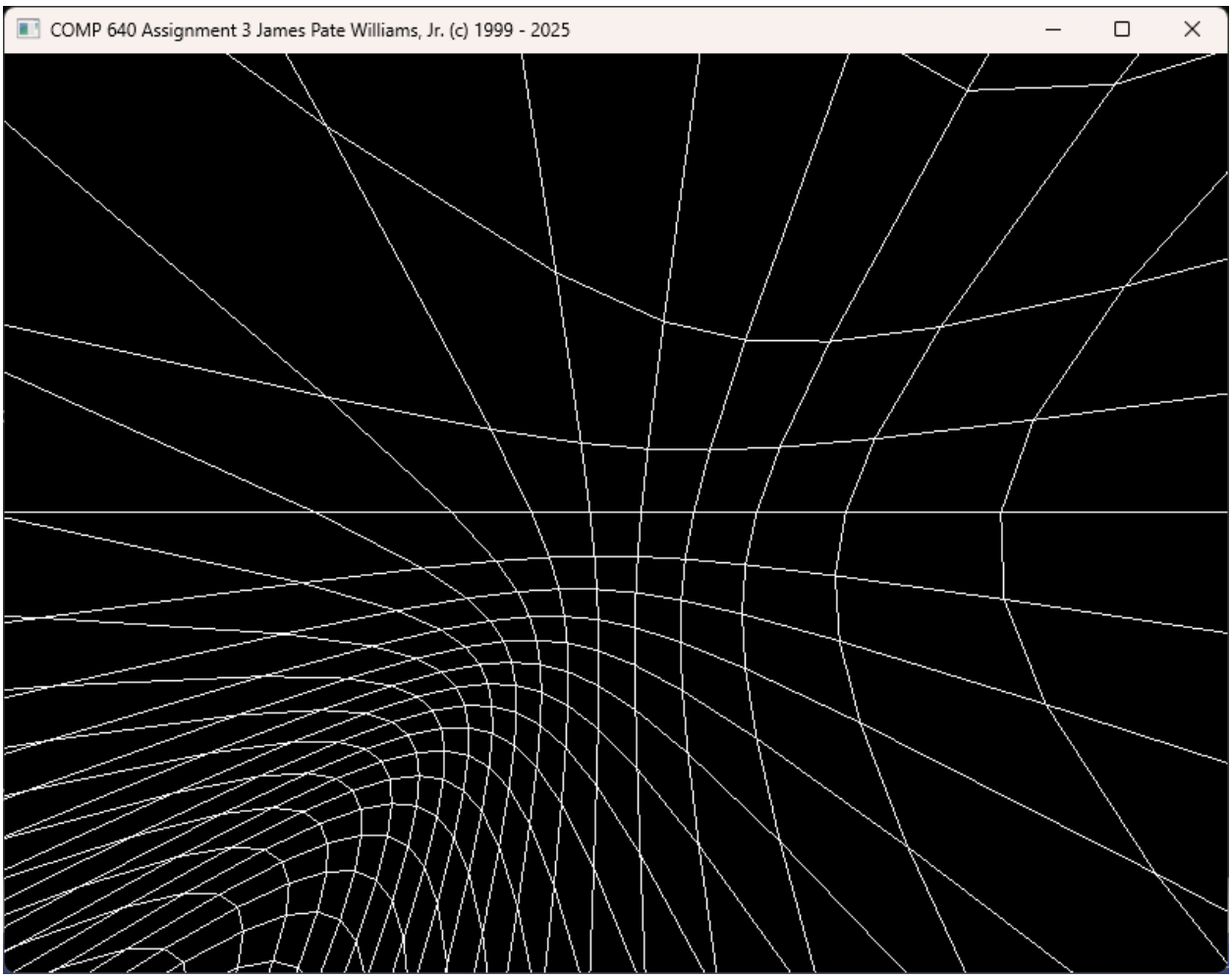

Figure 4 - Booth's Function

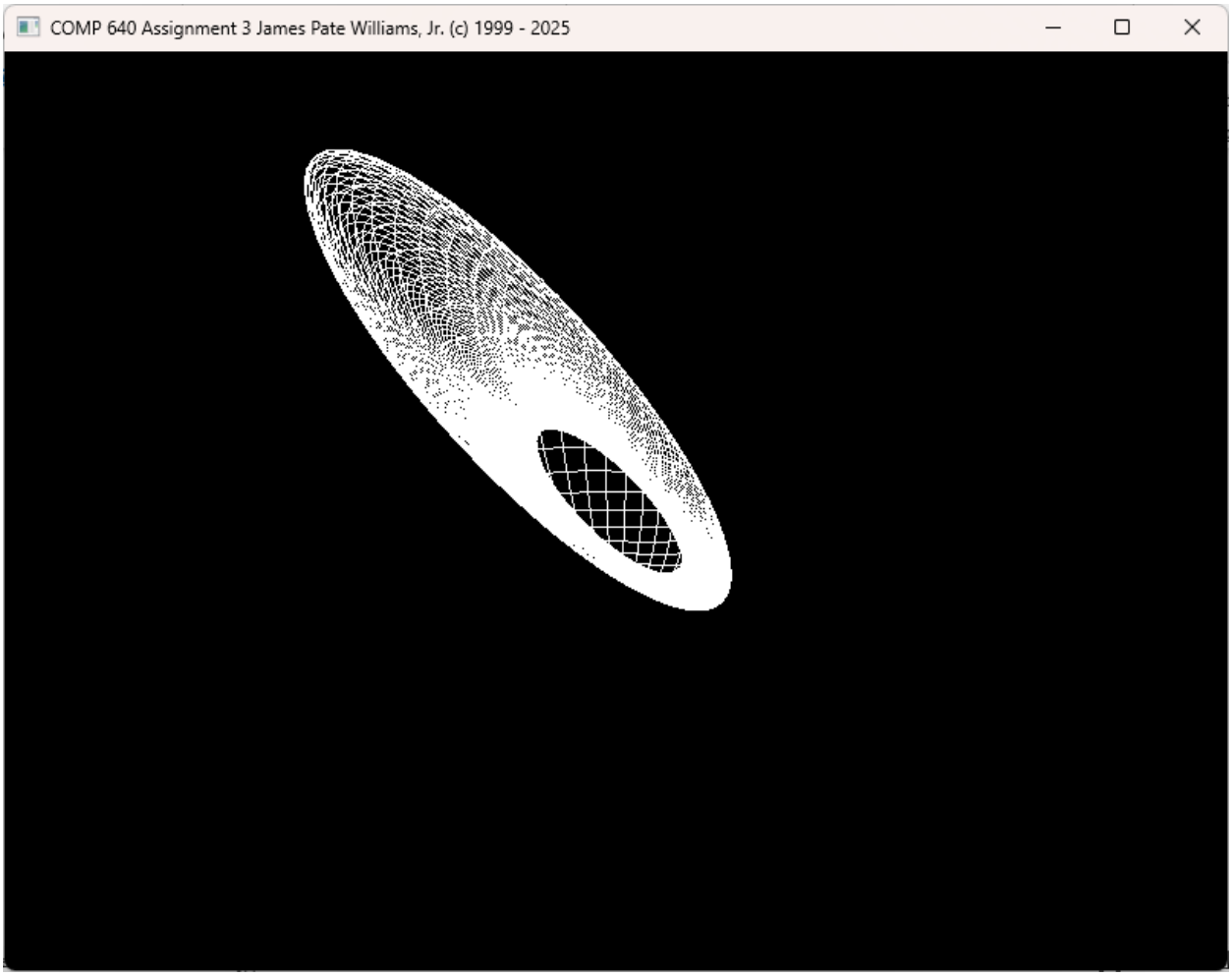

Figure 5 - Booth's Function

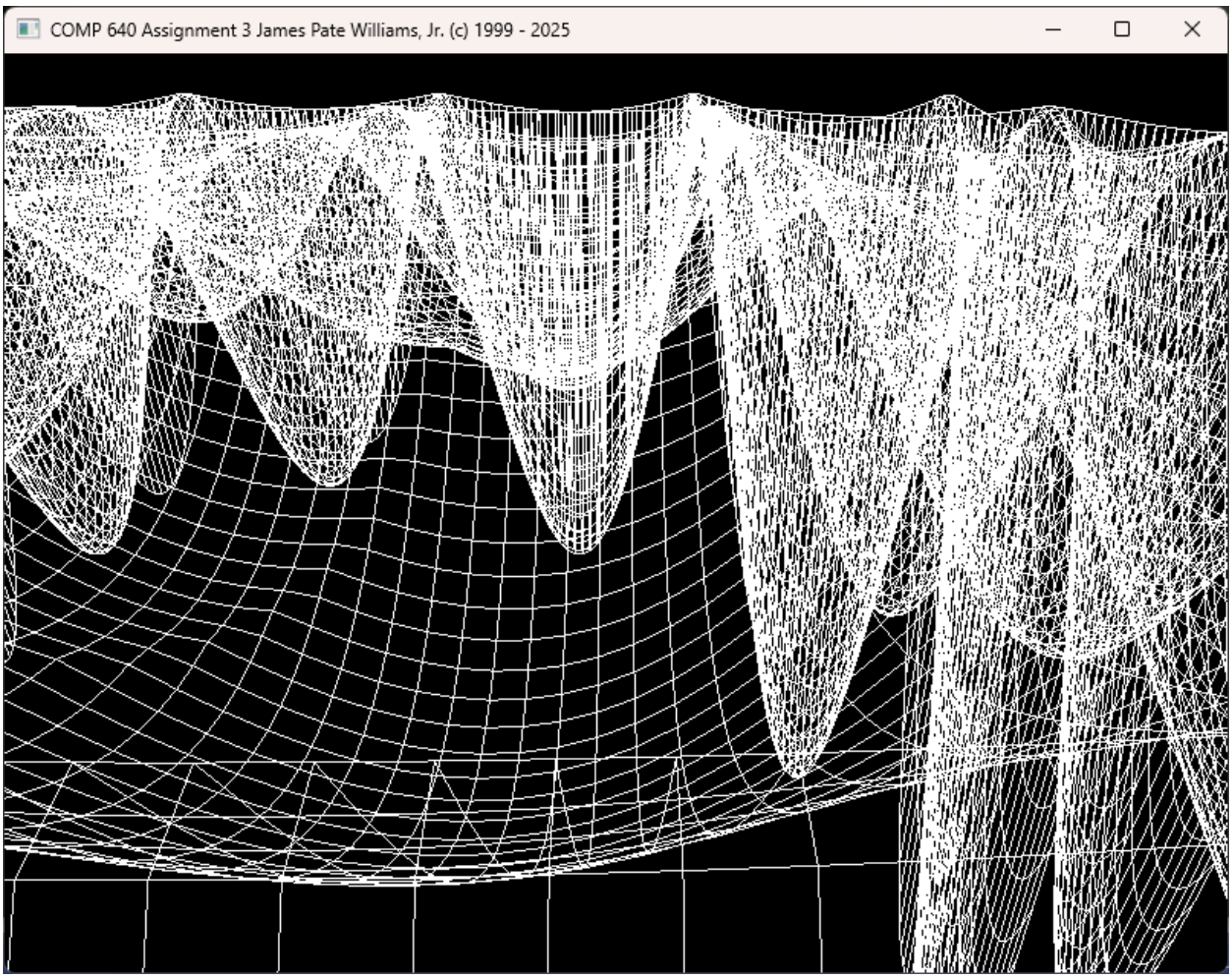

Figure 6 - Holder's Table Function

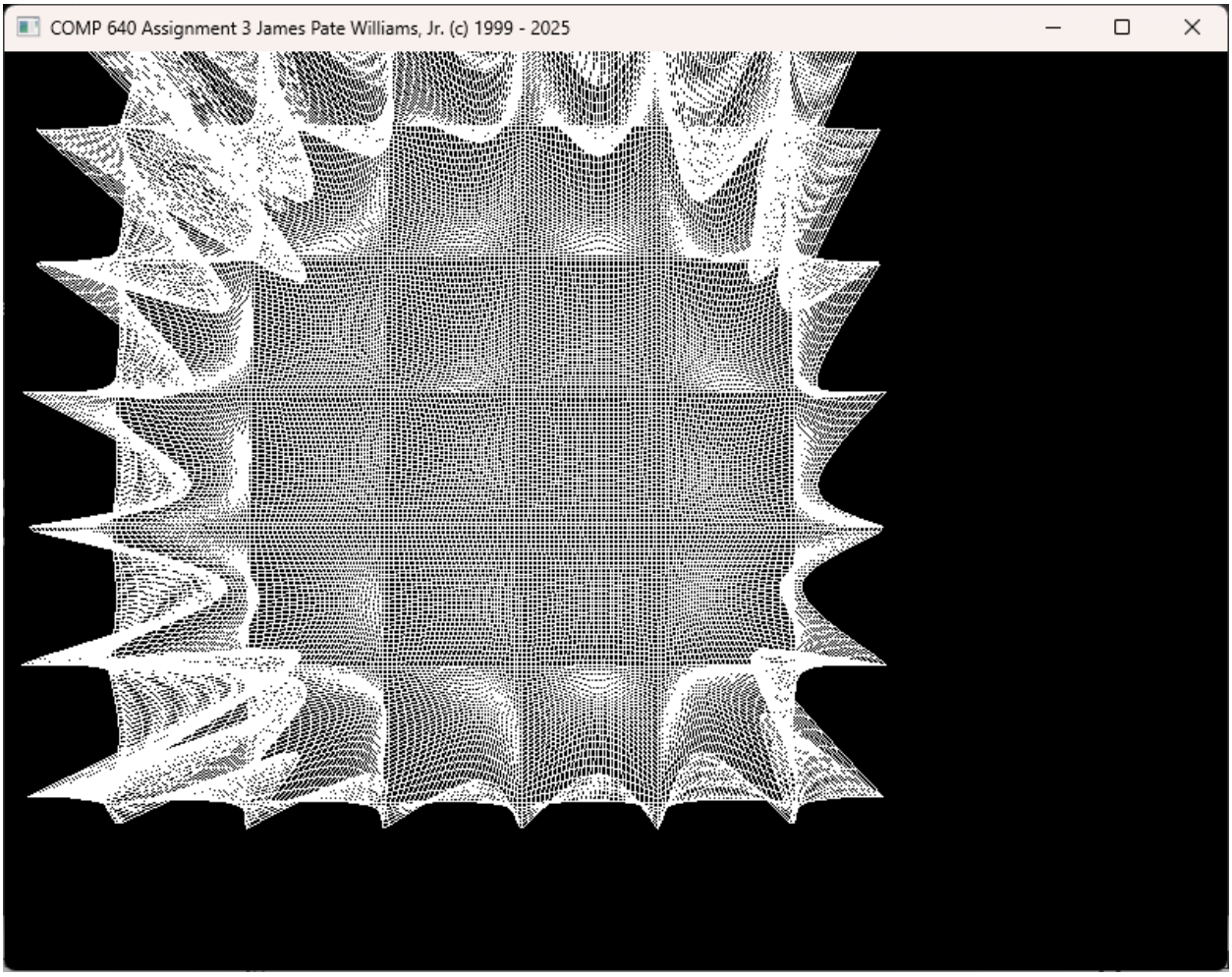

Figure 7 - Holder's Table Function

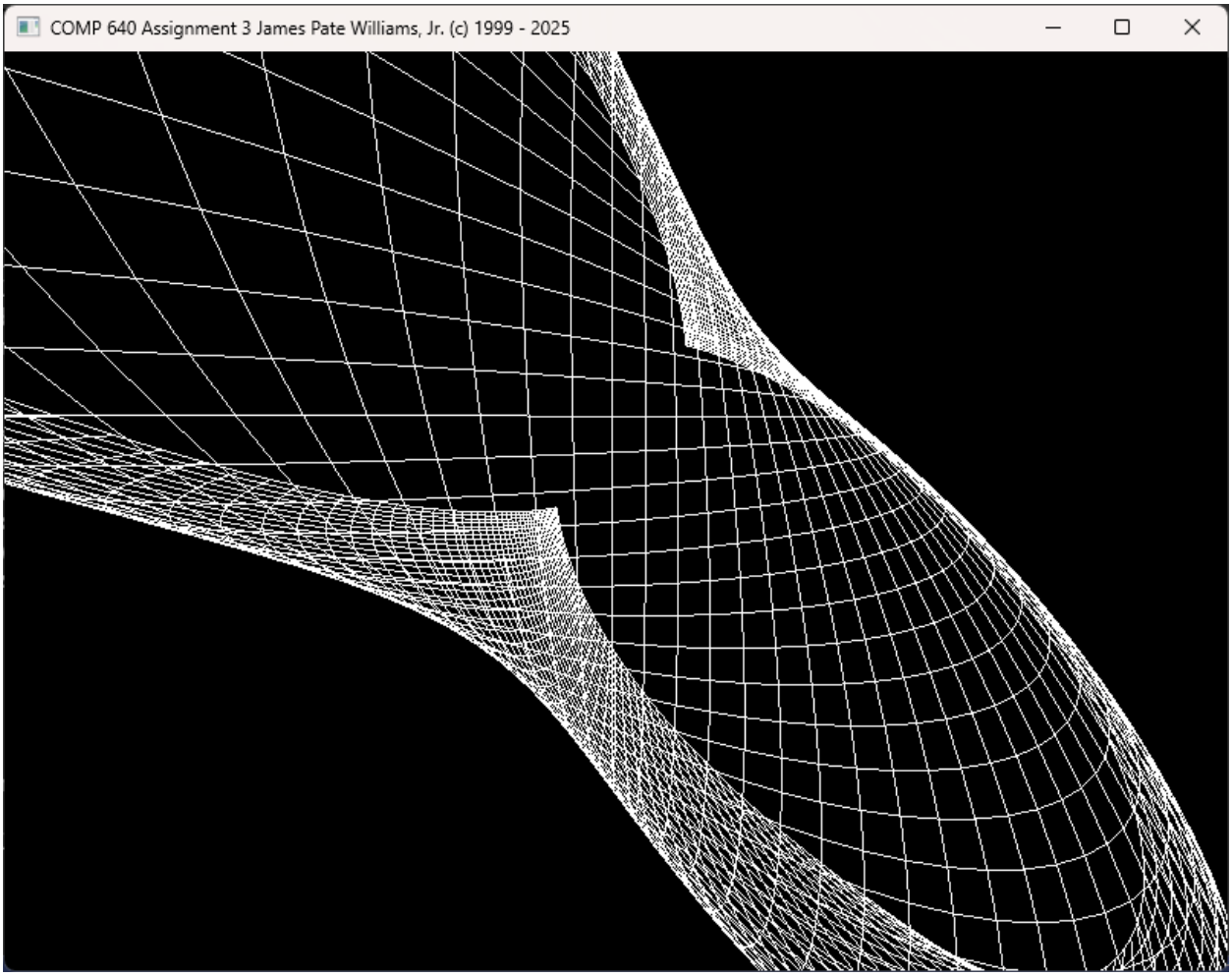

Figure 8 - McCormick's Function

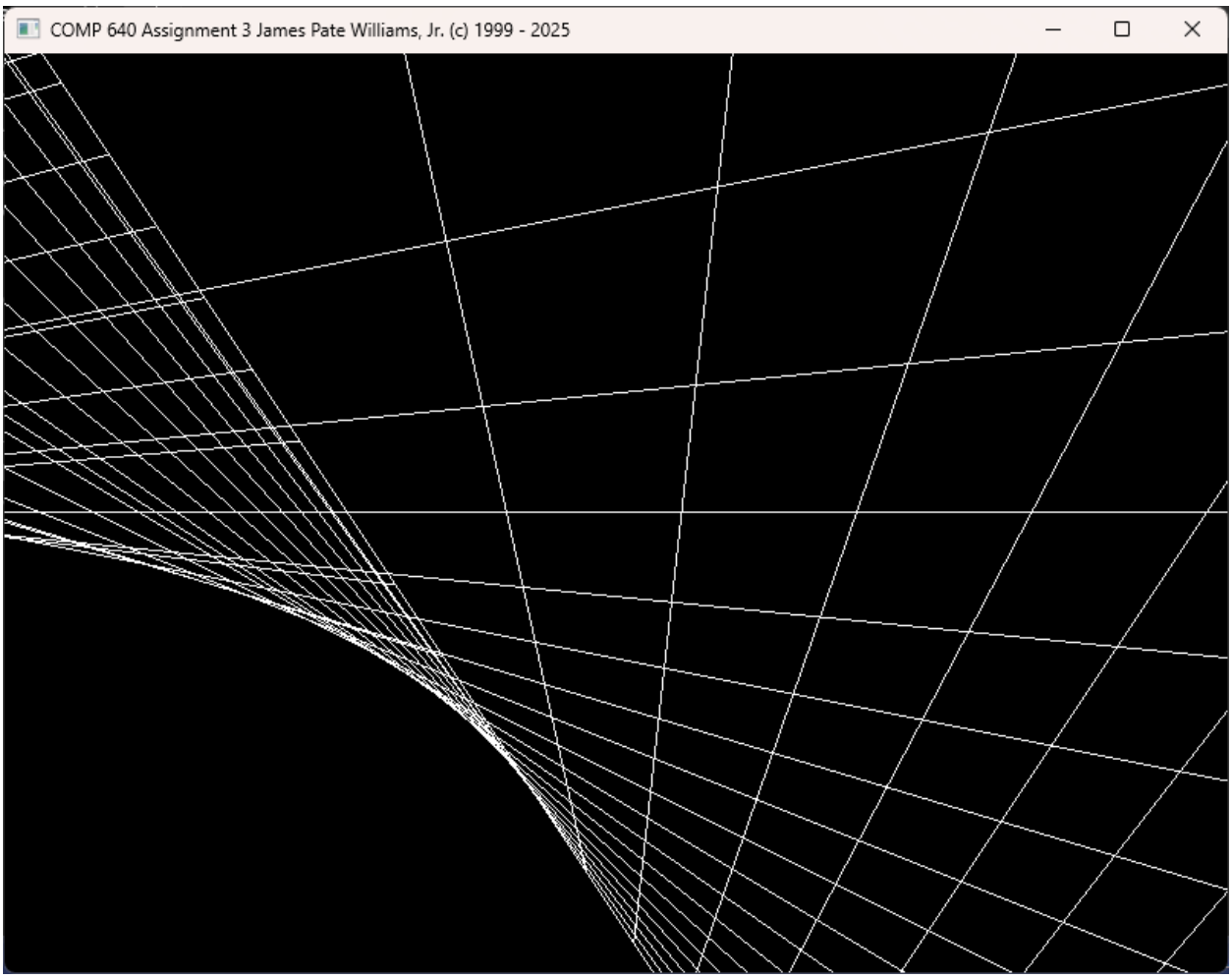

Figure 9 - Real Spherical Harmonic Y(2, -2)

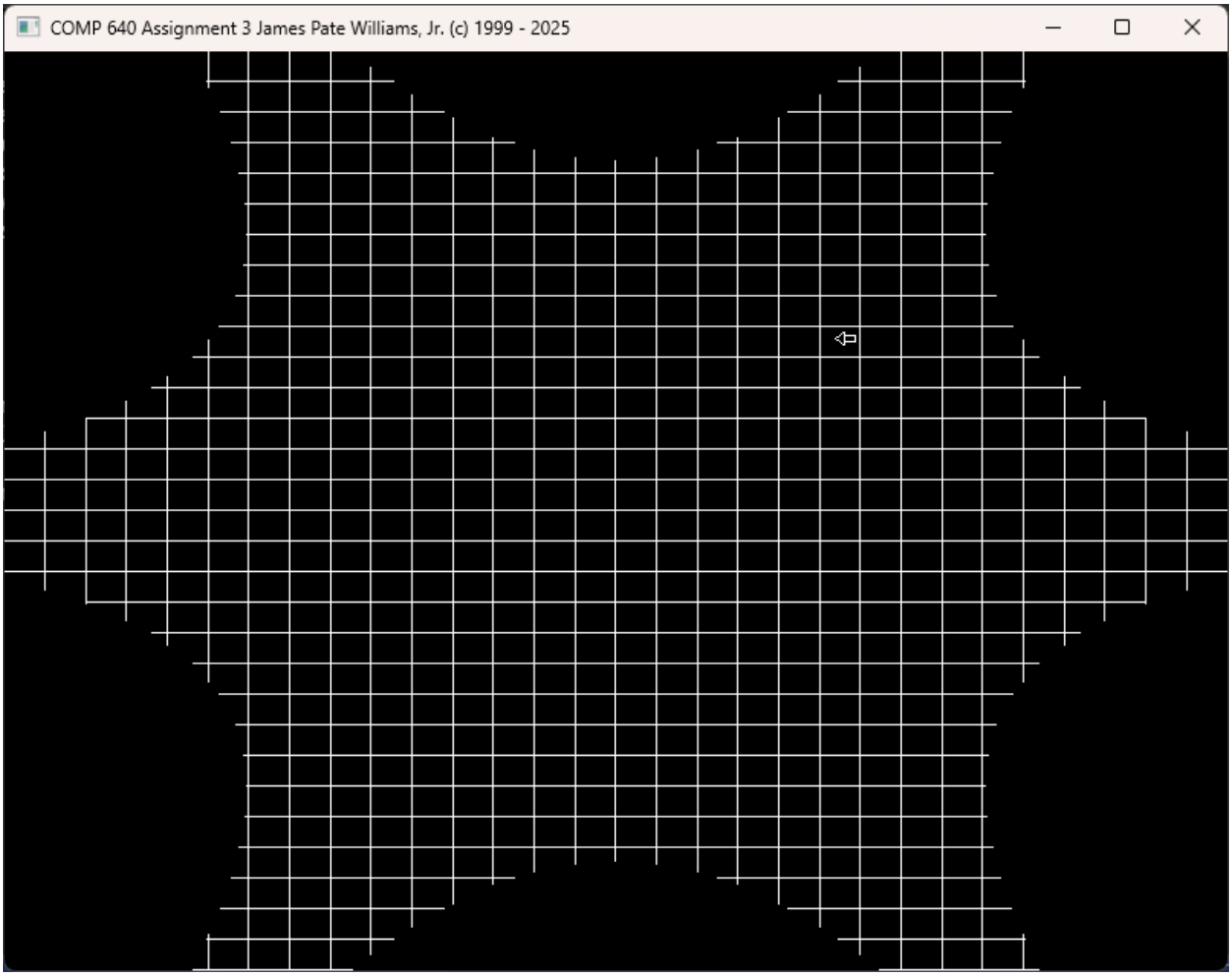

Figure 10 - Real Spherical Harmonic Y(3, -3)

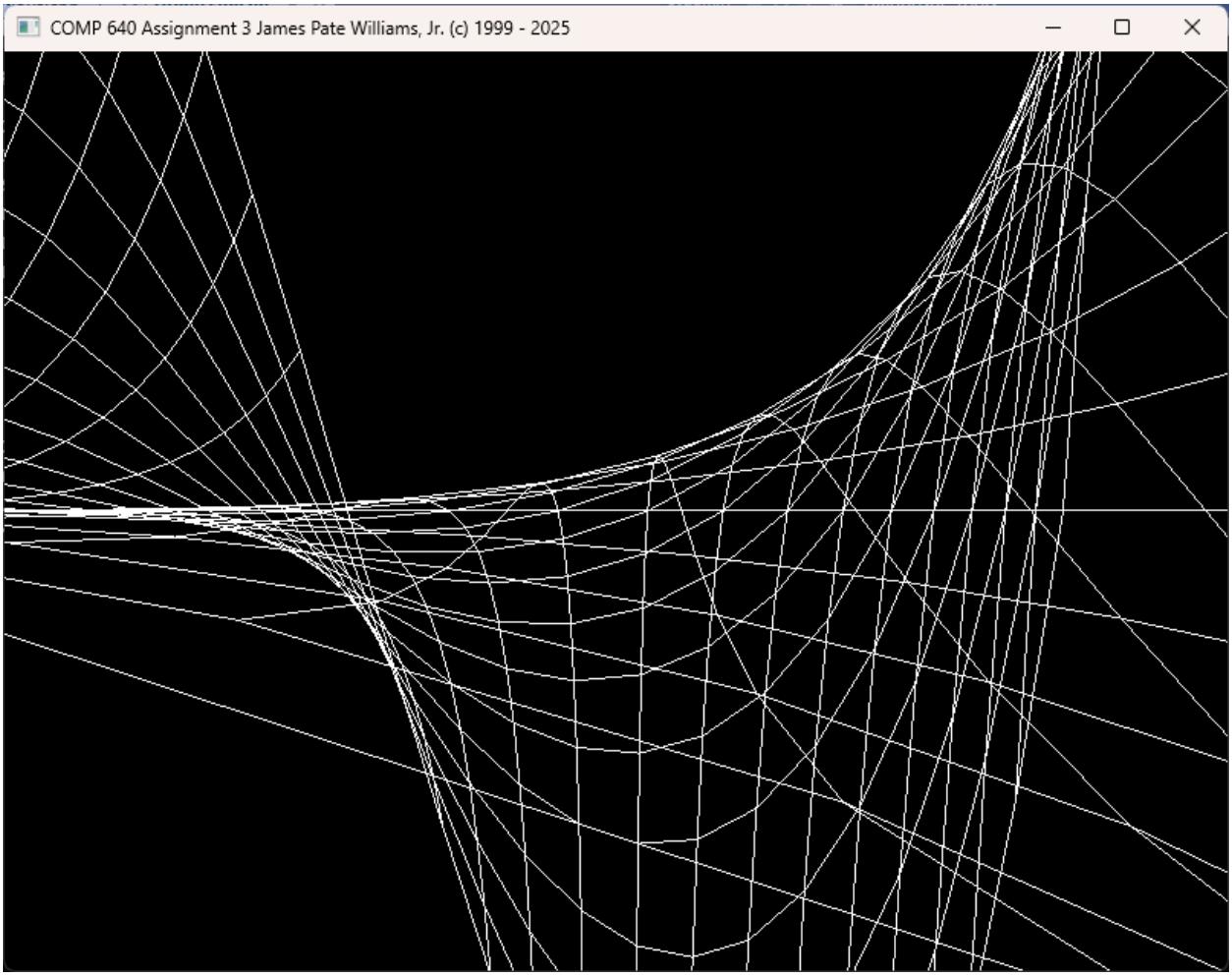

Figure 11 - Real Spherical Harmonic Y(4, -4)

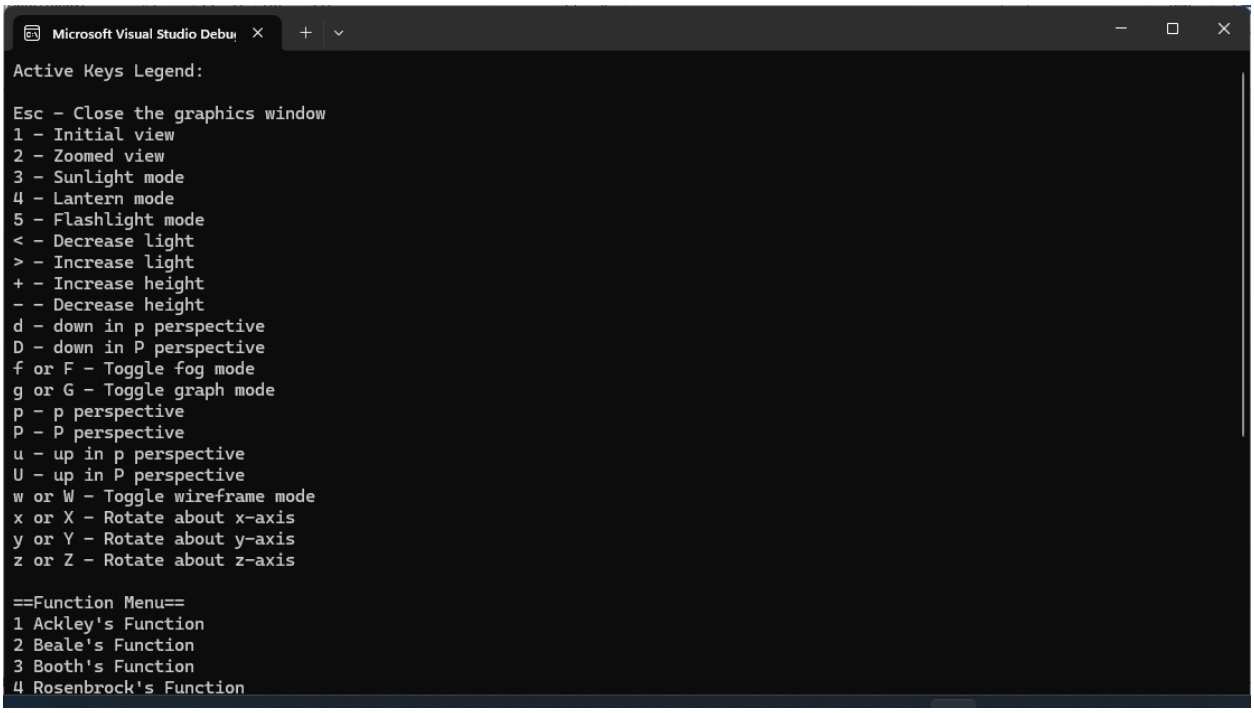

Figure 12 - Main Program