**GAM 531/DPS 931**

**Lab Five**

**Creating a dice**

In this lab, you are requested to create a dice by applying a texture to a cube.

Your cube consists of six faces; each face has 4 vertices. As opposed to the previous labs in which you used only 8 vertices to render a cube, in this lab, you need to use 24 vertices (4 per face). Later on in next labs, once you get expert in texture mapping, you will learn how to use only 8 vertices. But for now, use 24. In this case, you will have overlapping vertices, for instance, in each corner; you will have three vertices overlapped. Download the texture image from BB->Labs->Lab5 and use it. Notice that in this lab, you are only using one texture image. The code that we developed in class is using three different textures. So, if you are using this code to begin, you will need to keep only one texture and to drop the rest of them.

Once you finished, start rotating the dice about any of axes to make sure that all faces have been textured properly.