First, I have downloaded the latest Assimp .zip folder, and the CMake.

Then I compiled the Assimp using Cmake, and then I was able to use it in my code by including the .lib file inside common\lib , and the assimp folder inside common\include.

Then linking it:

Graphical user interface, text, application

Description automatically generated

Secondly, Model class (Model.h), and Mesh class (Mesh.h) are implemented and modified to work with our code.

For example, they was using a class (Shader) for shaders, instead I modified the code to work with our (ShaderProgram) class.

And for the **mainModelLoading file:**

You only have to create an array of Model class, and for each object you have to call loadModel() method and provide it the path for you model.

Text

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Then in the game loop, you only must call **Draw(shaderProgram)** method inside the model class and pass for it the **shaderProgram** object, and it will do its magic and draw the object!

Graphical user interface, text

Description automatically generated

The program running.

A picture containing text

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