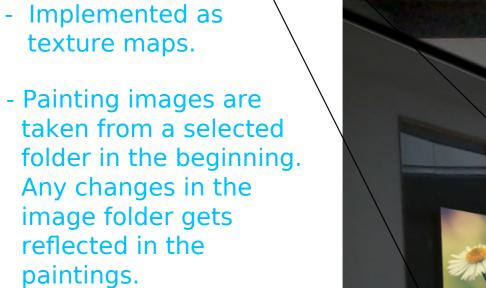**Paintings**

- Paintings change on click
    - Play as movie (Change texture fast).
    - Deformation in painting.
    - Opens up a door.
    - Falls on floor.
    - Starts pendulam like motion.

- Implemented as texture maps.

- Painting images are taken from a selected folder in the beginning. Any changes in the image folder gets reflected in the paintings.

Lighting

- Realistic.
- Lighting above paitings and at ceiling.
- Possibility of changing the lighting effects present over the paintings (changing intensity and color).

Human model

- Hierarchicaly modeled.
- Can be moved using mouse click or keyboard.
- Realistic looking motion.
- On click of mouse should traverse a path to the given point of selection.
- Avoids obstacles
    - Jumps over them.
    - Avoid them totally.
- Multiple such models
    - Dogs (Follows owner)
    - Kids (Move randomly)

3D - Room Model

- Gallery modeled using 3D mesh
- Walls/Floor/Ceilings are textured using images.
- Different view points of the scene
    - Human model's viewpoint.
    - Controller's viewpoint.
- Paintings are modelled based on the folder hierarchy in consideration.

Obstacles

- Different shape/size.