**INFO-3111 Summer 2022 – Checkpoint #4**

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| **Due:** At the start of class, **2:00 PM, Thursday, July 12th, 2022** |
| **Submit:** Your screenshot to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 1%  (There will be up to 12 checkpoints, *all together worth 10%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

Your mission, should you choose to accept it is:

* Draw at least six (6) objects of different locations, orientations, scales, and colours
* …of at least three (3) different types of objects.
* So:
  + Cow, Cow, Cow, Cow, Cow, and Cow 🡺 *NOT* OK 👎
  + ***Bunny***, Cow, Cow, ***Car***, Cow, Cow 🡺 OK 👍
  + Cow, Spider, Car, Airplane, Bunny, Tree, Ground, A different Tree, Goat, Bus, Spaceship, Pirate Ship, Fish, Homer Simpson 🡺 AWESOME!! 🎉🎈🎊💃🥳

**Please upload a screen capture that shows the output, Visual Studio in the background, and your name somewhere on the screen.**

Some additional things to ponder:

* The objects can be one solid colour, but how might it be various colours?
* How might I pass any colour information from the model file to the screen?
* How might I “move” the object, like have the cow move gradually to the right over time?
* How might I be able to save this scene to a file? Could I output all the information from that vector of meshes to draw into a text file (saving)? Could I then read all that information in later (loading)?
* The camera is moved around using the keys, so could I also move the objects using the keys?