Lab 10 Model Loading

1. Integrate the provided code into your application. The code is available on Blackboard. You will need to add code to the LoadModel() function to process the model data as discussed in the lecture. There is a comment highlight where you should add code. The code that is there reads file and extracts the model data, but this data needs sorted into a data structure that can be rendered. You will also need to add code into the render() function in model loader. It may make sense to break the problem down, for example focus on sorting and rendering just the vertex data. When this works add code to handle the normals and texture coordinates. Test your model loader with the models I have provided. Start with the sphere2.obj this is a small low ploy sphere.
2. Using the resources (links) provided in the lecture obtain another model and test your model loading with that. Make sure the model is of type .obj, is made up of triangles and is a single mesh. To check the model use Milkshape which should be install on the lab machines.