

CS 3233-01 Homework #5

Fall 2019

Due: December 2 at 10:00am

Assignment

Choose one of these two options:

1. Write a Java program that uses OpenGL 3D to draw a scene chosen from this list, with **at least four objects** in the scene:
 - **A still life.** The primary objects in the scene are items that one might find on a table or desk such as flowers, pieces of fruit, or common office products.
 - **An automotive scene.** The primary objects in the scene are cars, trucks, motorcycles, or some other mechanized conveyance.
 - **An architectural scene.** The primary objects in the scene are buildings.
 - **Your choice.** A scene of your own choosing, subject to my approval.

Your scene should incorporate at least one of these OpenGL capabilities:

- Bump maps
- Shadows
- **Animation**

Also, exercise your own inventiveness to include a feature in your program that will surprise me. Include a README file that tells me what the surprise is. I will test your program and look for the surprise before I read the README.

2. Write a Java program that uses OpenGL 3D to draw a non-trivial scene from a file in one of the common 3D file formats such as STL, OBJ, or COLLADA.

Instructions for Turning in Your Program

Zip your source code and submit it to Canvas by the designated deadline for this assignment.