

<Homework #4>

[1] Display 5 different objects with different texture in 3d plain.

(1) Place 5 3d object

- All 5 object should be in different shape
- [Sphere, Tetrahedron, orb, loaded 3d model...] any object is ok
- Location of camera, placement, size are up to you

(2) Apply more than one texture per object(Every texture should be different)

- [pebble, grass, hand drawn paint, texture from internet] any texture is ok
- apply many texture on every object
- Total number of texture used should be more than 10

(3) Add lighting

- Use any color of lighting in any place

* In case you do not complete every task, partial credits are available

- Submission

1) Source code of the most important part

2) Result image

3) Detailed discussion about the result and program

- Due date : 12/13(fri), before class(~13:00)