

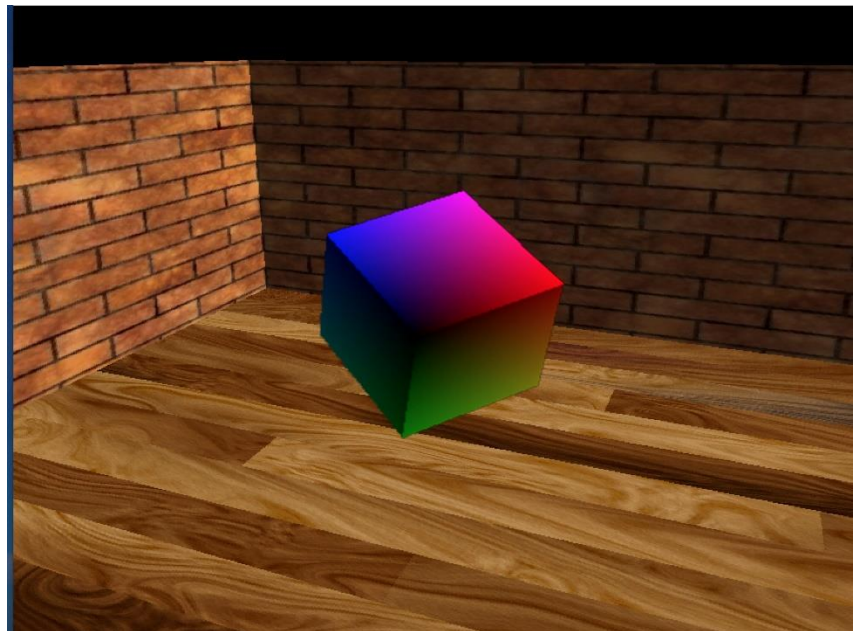
Advanced Computer Graphics Project #3: 3D Basic Model Loading

- ❖ Use the Lab setup for the SkyBox (Room)
- ❖ Create a cube model that described in WaveFront obj (Cube.obj) file
- ❖ follow the steps
 - Read 'v' for vertices and record x y z values
 - Read 'vn' for vertex Normal and record x y z values
 - Read 'f' for faces and record indices array for vertices and normal of each polygon
 - Fill out the following data structures

```
Vertices[8][3]= { };          Normals[6][3] = { };          ind[12][6] = { // vertices/normals  };
```

- ❖ Use data types accordingly
- ❖ Use the color same as vertices array
- ❖ Draw the scene using the following format & follow the given key setup

```
glBegin(GL_TRIANGLES);  
  
glColor3f(.....  
glNormal3f(.....  
glVertex3f(.....  
  
glColor3f(.....  
glNormal3f(.....  
glVertex3f(.....  
  
glColor3f(.....  
glNormal3f(.....  
glVertex3f(.....  
  
glEnd();
```



Include your *Name*, *ID*, *Class* and *Project Name* at the top of the code. Please comment your code describing what each of your code line dose. Save the file as "projectXX.cpp"