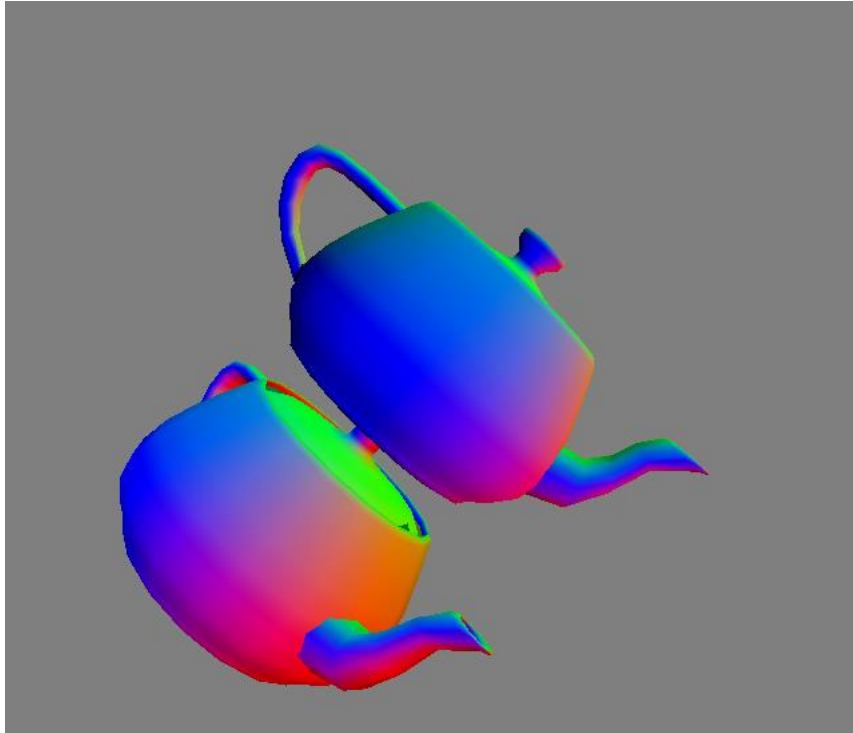# CS7GV6 – Computer Graphics

Lab 6: Hierarchical Transforms

The purpose of this lab is in getting you familiar with the concept of relative movement and how to construct hierarchies.

1. You are required to create a hierarchical structure of at least 5 teapots. Your program should have the following features:
   - The hierarchy should be constructed from at least 5 teapots
   - Show a one-to-one relationship
   - Show a one-to-many relationship
   - Keyboard control of the translation of the root object
   - Interesting/Inventive/Unusual Structure

2. You can download the sample scene in this folder on Blackboard which should provide you with a good starting point.