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The inspiration is to build a museum based on some famous paintings. I successfully implement a museum with 3 walls, 3 painting on the back wall, a floor, two cylinders on the floor, one rotates instantly with Monalisa on its top and bottom sides. All else parts use texture to enrich the scene. A light control that switches the light from 4 possible combinations, creating different style feeling. I was trying to implement a pyramid but I don't have enough time to implement it lastly. The keyboards control are 1: switching between different light modes, c: cull backface, W: toggle wireframe mode, up down left right: change view direction. I find my texture map from Wikipedia and textures.com. The features of the program are that I organizes the position of different paintings well and use a well-combined lights color, which I didn't change in the past projects. Another new try is that I move objects with texture with the time.