

# **MINI-PROJECT**

## **Group Members**

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**Course:** Computer Graphics

**Project title:** FARMHOUSE

## **Description:**

- This project contains a scenery of a Farmhouse surrounded by a compound wall in the middle of a garden.
- The Farmhouse has a single room inside. Household items such as a clock, fan etc. are present inside the Farmhouse.
- The user can observe the entire scene from all the directions using Model view transformations.
- The application listens to keyboard events and lets the user toggle with the fan switch, Open/Close the doors, etc.