**Assignment#2**

**Purpose**: Exposure to the fundamentals of DirectX 3D environment- Part 1: 3D meshes and transformations with lighting.

**Description**: The program will perform everything from A#1 except the line drawing and have these additional features: load in a mesh from a file, rotations, translation on the mesh; rotations, translations on the camera. Transformations on mesh should be available to user via mouse, transformations on camera should be made using keyboard (or vise-versa – please make this CLEAR IN YOUR README or marks will be taken off!). Your program must load in TWO DIFFERENT meshes. Users press the key “1” to select mesh 1 and key “2” to select mesh 2. Only the mesh selected will have the transformations performed on it. For the camera please read over and use the camera classes described in the text (one of the later chapters). Finally add 4 types of lighting (ambient, point, directional, spot) – each must be able to be turned on or off and be in a place to demonstrate their effect.

**Marking**

Load in meshes from file 10%

Transformations on mesh 30%

Transformations on camera 30%

Lighting 20%

Style/comments 10%

**DUE February 22 in class Demo.**