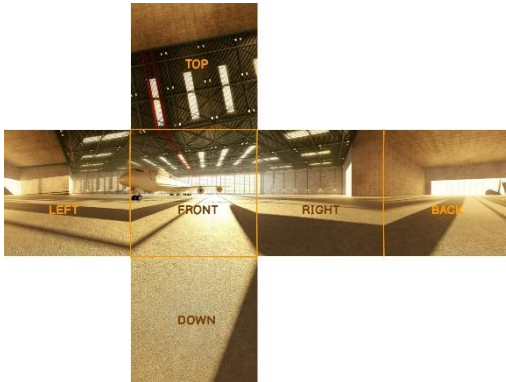# Computer Graphics Project #4: SkyBox Design

❖ Extend the project three to display SkyBox using single image

❖ Create a 3D model using cube WaveFront obj file and place it in the middle of the room
❖ Use proper malloc/realloc memory allocation
   (Then you can load more models than just a cube)
❖ follow the steps

- Use "a w d s " keys to rotate the model
- Use arrow keys to rotate skybox
- Use "j k i l " to move camera left, right, top, bottom and "o" to reset
- Move right position using keys "1 2 3 4" and 0 to rest
- Use " z x" to zoom in and out the scene
- Use "space bar" to rest the whole scene

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"