**INFO-3111 Summer 2023 – Checkpoint #8**

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| **Due:** At the start of class, **TBD** |
| **Submit:** Your screenshot to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 1%  (There will be up to 12 checkpoints, *all together worth 10%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

Using a **scene from Project #1, your mid-term submission, or a completely new sceneϮ**, show the following:

* Checkpoint #8 (basic 2D texturing):
  + Add at least three different 2D textures to at least five (5) models. I’m not worried how “beautiful” they are – good texture mapping is difficult. You can use automatically generated “spherical texture mapping” if you’d like, or load models that already have texture coordinates added.
  + What I’m looking for here is that you can load a few textures and can apply them to several models.   
      
    (Where we’re going with this is: I’ll be giving you specific models that have specific textures, and I’ll be asking you something like “place the brick texture on this wall model”.)

**Ϯ** The “scene” has to be “reasonably complex” and “sensible”.

* “reasonably complex”: There has to be at least twenty (20) models of at least eight (8) types.
* “sensible”: It must be a recognizable scene. I can be “fantastic”. A good guide is if you showed it to a child and asked what it was showing – they might say “oh, it’s giant bunny rabbits attacking a city” and that would be OK; it’s “fantastic” but you can clearly tell what it is.
* If it looks like a bunch or random models scattered all over the place, then it’s not either.
* You *can’t* use the scene from class (which is not complex enough or reasonable, anyway)

Please **record and submit a video** where you move your camera around, showing that you’ve met the requirements. I’d suggest that you narrate what you are showing.

I do ***not***need you to submit your solution.