

Assets

In this shared folder, you will find several assets: the name of the directory will specify which type of object you might find inside.

For each object, a PNG image with a thumbnail of the asset, is present: please use it, together with the name of the file, to find an object that might fulfill your needs.

Objects are saved in a proprietary format called MGCG, and can be used ONLY for the Computer Graphics final project. **You do not have the license to use these assets in other projects!** They have been mildly encrypted and encoded, just to discourage you from using them directly elsewhere. Since you have the source code, with some work you could (easily) convert them back in a format that can be used in other applications: however, I expect that you value licensing (after all, that's the way in which you will earn money in your future career), and you will not do it! Most assets have been bought from [CGTrader.com](https://www.cgtrader.com), and the majority of them are at a very affordable price, so if you like them and you would like to use them in other projects, please consider purchasing the them and support their artists.

Textures are contained in folder `Textures`. In particular, for assets in folder `XXX` they either use the texture `_Textures/Textures_XXX.png` (for example, assets `City/Apartment_1.mgcg` and `City/Box_001.mgcg`, in folder `City/`, use the same texture `_Textures/Textures_City.png`), or there is another folder with the same name, where you can guess the texture from the file names (for example, asset `Awards/Cash.mgcg` uses texture `_Textures/Awards/CashAlbedo.png`).

This shared folder also contains the subdirectory `_Code_2024/` where you can find the latest version of the `Starter.hpp` library and the other modules, which include the methods for reading the MGCG model files. Please note that these libraries have evolved during the course, and the ones in this folder represent the latest version.

A new sample contained in folder `_Code_2024/`, and called `MeshLoader.cpp`, showcases the model loading functions, supporting OBJ, GLTF and MGCG files. It also shows how to create models algorithmically in your code. The shared folder also includes a directory called `_Code_2023/` which contains the previous version of `Starter.hpp` and the code for loading meshes which was presented last year.