

# Project 4: Textures

CS 6610-001 Spring 2019

For this assignment, using C++, I implemented a program that implements a simple texture attached to a teapot object, and applies the both a diffuse and specular texture component, as well as material (.MTL) properties to the color. Again, the user can change the rotate the position of the camera around the pot by clicking and dragging the left mouse button, or can adjust the lighting by holding “CTRL” during the click and drag. The program exits when the ‘Esc’ key is pressed.

The project requires the following headers (and requires lodepng.cpp which is included with the project) to be included and was compiled in Visual Studio on Windows:

```
#include <GL/glew.h>
#include <GL/freeglut.h>
#include <iostream>
#include <cyCore.h>
#include <cyPoint.h>
#include <cyMatrix.h>
#include <cyTriMesh.h>
#include <cyGL.h>
#include <lodepng.h>
```



