

SSN COLLEGE OF ENGINEERING, KALAVAKKAM
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
UCS1712– COMPUTER GRAPHICS LAB

Lab Exercise 10: Creating a 3D Scene in C++ using OpenGL

Write a C++ program using Opengl to draw atleast 2 3D objects. Apply lighting and texture and render the scene.

OpenGL Functions to use:

`glShadeModel()`

`glMaterialfv()`

`glLightfv()`

`glEnable()`

`glGenTextures()`

`glTexEnvf()`

`glBindTexture()`

`glTexParameteri()`

`glTexCoord2f()`