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()