CS 3233-01 Homework #4
Fall 2019

Due: November 2 at 11:59pm CDT

Assignment

Write a Java program that uses OpenGL 3D to draw the houses in your neighborhood. Your neighborhood should include at least six houses using at least two different designs. Each house should have at least one door. At least one house should have a texture of your choosing on the outside walls. You may include additional architectural features at your discretion. Light your scene so the view can see the various kinds of reflections: specular, diffuse, and ambient.

Instructions for Turning in Your Program

Zip your source code and submit it to Canvas by the designated deadline for this assignment.