

CS 3233-01 Final Exam, Part II

Fall 2019

Assignment

Write a Java program with OpenGL to create the following 3D scene. Zip your code and submit it to the *Final Exam* assignment for this course on Canvas. Include a README file that explains anything I may need to know to run your program and view the scene. You may use additional resources such as the *Camera* class and the *JOGLStarter* class from the textbook. If you use such additional resources, include them in your submission.

The scene: Draw the three *Great Pyramids of Giza*. The placement of your pyramids and their relative sizes should approximate the appearance of the actual pyramids in Egypt. There are some photographs of the Great Pyramids attached to the assignment on *Canvas* that for your reference. Note that one pyramid is large, the second is slightly smaller, and the third is quite smaller than that. Light your scene, with appropriate reflectivity, and give me the ability to rotate it (such as with the trackball feature of the *Camera* class) so I can see it from all sides without editing your code. You are not required to add texture to your pyramids, but you may do so if you wish.