CSC 470 Computer Graphics   Project 2 OpenGL   Fall'16

This is a team project not more than 2-3 students per team.

(**for each problem** submit a **printout of the source code, textures and all additional files you used and between 3-5 outputs for each problem** as well as **all of the above files, exe file** and **explanations (doc file))**

Problem1:   (Max number of points is 50)

Use the attached code for 3DHouse.zip. Recompile it and run it to see how it works (no points for this). Make the following changes:

1. Change all textures to make the house beautiful.
2. Add not less than 3 additional elements to the house.
3. Add lighting and shading.
4. Completely change the environment.
5. Make sure that transformations work.
(Max 25 points for the above 1-5)

6. Create a separate bungalow tropic house with appropriate environment, implementing different from above textures, switched on/off lighting from moon and sun, shading, transformations, beach, boat, umbrellas, kiosk whatever you can think about.

(Max 25 points for 6)

NOTE: (1-5) and (6) are completely independent. So, you must have two separate submissions.

Problem 2:

Based on Problem 2 (Prob2.zip):

1. Complete your window and curtain by adding the right hand side drape and a curtain rod. The curtain rod can be made by scaling and translating a cylinder in the same way a cube was scaled and translated to make the walls.   **(10 points)**

2. Add some trimming around the window to make it look more 3D. This could be achieved with more scaled and translated cubes.   **(15 points)**

3. Add light, a table with tablecloth and teapot to the scene as well as 2 more additional objects by your choice.

                                              (25 points)