# Programming Assignment-II
(Individual Assignment)

Use your creativity to define a suitable model of the objects(s) in its own local coordinate system using oriented triangles. Use your imagination to assemble a scene in the world coordinate system by creating instances of the objects. Define an intuitive graphical interface that will allow the user to interactively select a particular view using keyboard, menu, and mouse.

For example, if you model a simple house, some of the views in wire-frame model will look like
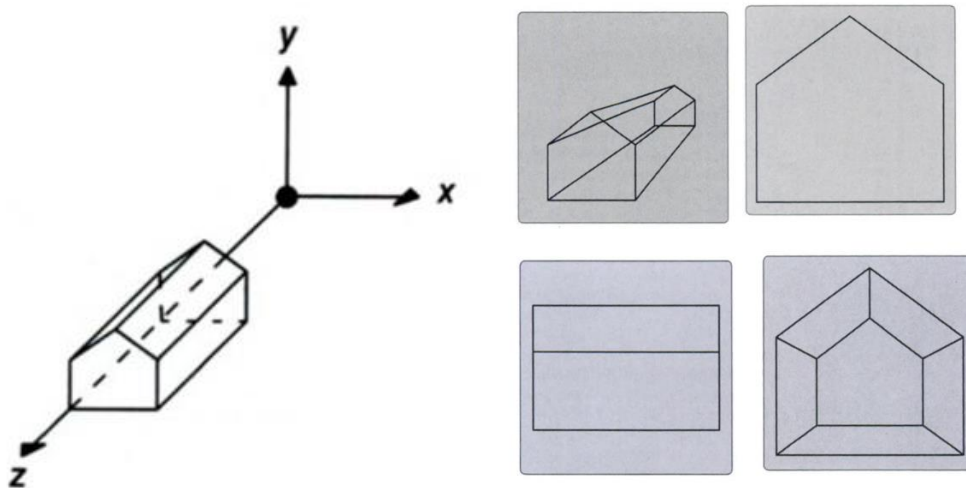
Use Z-buffer algorithm to render the scene, synthesizing solid images on the screen with hidden surfaces removed dynamically based on the viewing direction.