

Assignment 3 – Computer Graphics

Questions :

- Create a simple scene with multiple positional lights.
- Use a normal map and a specular map on at least one object.
- Use either the object loader or the geometry generator to create objects in your scene.

Solution :

- Created a 3d Scene with 3 Models – Lucy , Monk , Batman
- Used 3 Positional Lights for the Scene
- LUCY 3d Model – Is rendered using Object Loader only with the Lighting and not the textures
- MONK and BATMAN 3d Model – Is rendered using Object Loader with both the Texture and the Lighting – Normal and Specular Maps
- FLOOR – Is created using the Geometry Loader and rendered with Lighting and Textures
- Movement – Tried at ArcBall but ended up in errors, Hence manually altering the angle based on the Keyboard KEYS and MOUSE movement about the Y Axis.
- Rotation of Scene made possible with Mouse Movement about Y Axis and Keys ASDW about X and Y Axis.

