For the reproduction, first I set up the window size, view transformation and projection transformation. After that I need to complete the rendering of chessboard using procedural texture with the data added in the buffer and uniforms dictionary. Then I applied the texture rendering for the base of chess pieces. To different each chess pieces I have put different geometry on the top with Phong shading and Gouraud shading. At last, I modified the parameters of camera to complete the reproduction.