Computer Graphics
Exercises for Chapter 9

9.1 Change the application you did in the laboratorial work for Chapter 8 to add realism to the scene by using lights, materials and textures:
- Implement 3 different types of lights: ambient light, point light and spot light.
- Use at least 2 different materials in 2 different objects or part of objects.
- Use at least 2 different textures in 2 different objects or part of objects.
- Combine lights with textures.
- Make the view rotate around Y axis to better see the faces of the objects.