



## Computer Graphics

### Exercises for Chapter 8

- 8.1** Change the application you did in the laboratorial work for Chapter 7 to implement the following 2 functionalities:
- Implement 2 different views of the scene.
  - Implement some action based on picking. For example, the lights of the scene are turned on or off, when the user pick the lamp; or rotate the chair around axes Y when the user pick the chair.