

SSN COLLEGE OF ENGINEERING, KALAVAKKAM
DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING
UCS1712 – COMPUTER GRAPHICS LAB

Lab Exercise 10: Creating a 3D Scene in C++ using OpenGL

Write a C++ program using OpenGL to draw atleast four 3D objects. Apply lighting and texture and render the scene. Apply transformations to create a simple 3D animation. [Use built-in transformation functions]

OpenGL Functions to use:

`glShadeModel()`

`glMaterialfv()`

`glLightfv()`

`glEnable()`

`glGenTextures()`

`glTexEnvf()`

`glBindTexture()`

`glTexParameterf()`

`glTexCoord2f()`