**INFO-3111 Summer 2024 – Checkpoint #4 \*\*UPDATED\*\***

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| **Due:** At the start of class, **12:00 PM (noon), Tuesday, May 21st , 2024** |
| **Submit:** Your screenshot to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 1%  (There will be up to 12 checkpoints, *all together worth 10%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

Create a scene with ten (10) 3D objects of at least four (4) types (so some repeats).

They all have to be:

* In a different location (*not* at the origin).
* At least five (5) have to be rotated (different orientation from their default in the file).
* Repeated models have to be different scale and solid colours.

**BONUS (50%)**

* This information (mesh name, position, orientation, and scale) has to be loaded from a human readable (i.e. text) file. This file is loaded and read to determine what models are shown, their location and colours.
* The idea is that if this file is edited outside the application (like by you), it would load a different scene the next time you run the program.

Submit a short ***video*** showing:

* Visual Studio running with your code.
* Somewhere on the screen it should have your name, student number, and date + time.
* The program starting and showing the “scene”.
* Move the camera around the scene, showing your masterpiece.