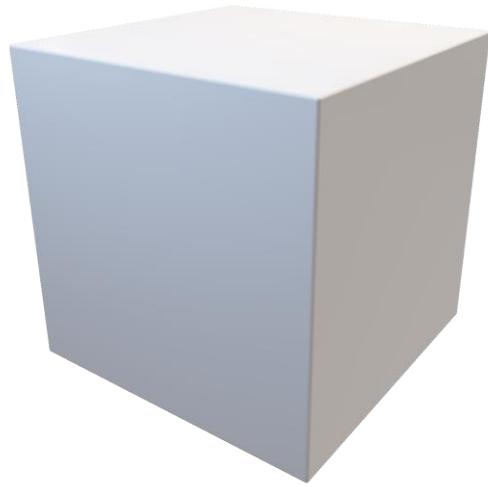# Practical Assignment
CS-352 - Computer Graphics & Visualization

05-May-2021

Assignment-4

- Render a 3-D block as shown in below figure.

- Implement mouse dragging function to see the different faces of the cube from the different viewing positions.

Assignment-4

- Fill two opposite faces with colors and texts. For other four faces map image textures.

CS-352

Opposite surfaces

CGV Lab

Assignment-4

- Add lighting conditions on key press event.