



Series 8

Tutorial) Download and familiarize with the OVO SDK and the .ovo file format.

Project) Add support for the OVO file format to your graphics engine and write a *load* method that is capable of loading an entire scene (meshes, materials, light sources, textures, scene graph, etc.) from an .ovo file. Thanks to this method, your graphics engine should be able to load any arbitrary scene created within 3D Studio Max and exported as OVO.

Convert/adapt the objects/information loaded from the .ovo file into their equivalent entities within your graphics engine. For example, use the data provided in the OVO material chunk to populate the parameters of your engine's material class.

Continue to use FreeImage to load bitmap data into textures from 2D files.

- 1) Practice with 3D Studio Max by creating a simple Cornell box using several meshes, materials, and a light source.

