**GAME ENGINE FOUNDATIONS**

**Lab Five**

In this lab, you are provided a function to import any 3D model into your application. The signature of this function is:

int load(String filename, GLfloat vertexArray[][3], GLfloat faces[][3])

The return type is an integer to report different outcomes. 1: successful, -1: file not found, 0: read-error.

The function reads each and every line of a file with the given name. If a line starts with a character “v”, then that line represents the X, Y, Z coordinates of a vertex. If a line starts with “f”, then it represents the data corresponding to a face, i.e. the number of vertices that need to be connected together to draw that face. The output of the function are the two arrays filled with correct data.

You are requested to perform the following:

1. Read the importer function and convince yourself that it works fine.
2. Download the latest version of the game engine that we have developed so far from blackboard.
3. Incorporate the importer function into the project so that the locations of vertices gets loaded from the model file (sphere.obj).
4. You will need to use glDrawElements, instead of glDrawArrays. Why?

Note: You are not required to load any texture for now. So, comment out those parts of the code that is related to texture mapping.