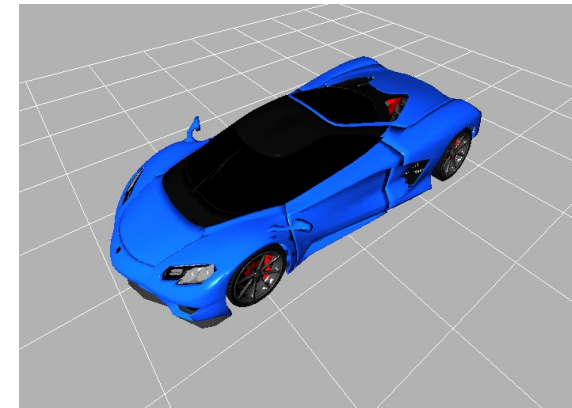
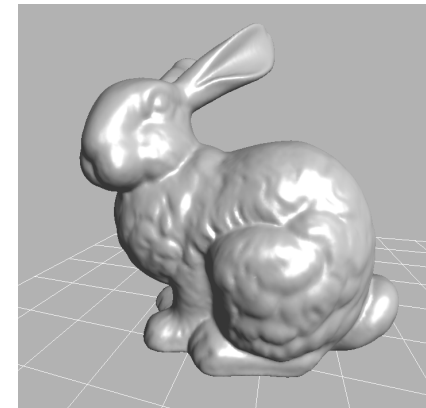


Homework 11

- Complete the implementation of Obj Viewer.
 - Requirements:
 - The application must show a good rendering result for given two models: **bunny.obj** and **sportscar.obj**.
 - When key '1' and '2' are pressed, render the obj data with the **Phong** and **Gouraud shading**, respectively.
 - **Draw a 10 x 10 grid** on the ground ($y=0$) when key 'g' is pressed.
 - Support the **viewing control** through the mouse interaction as in the previous homework.
 - Files to download:
 - A zip file for obj models
 - load_obj(...) function implementation files (LoadObj.h/cpp)



- What to submit:
 - A **zip file** that compresses the following files:
 - **Project source files** except libraries.
 - Clean your project before compression by selecting **Build → Clean Solution** in the main menu.
 - Screen capture images (4 images in total)
 - Image 1: bunny with Grouaud shading
 - Image 2: bunny with Phong shading
 - Image 3: sportscar with Grouaud shading
 - Image 4: sportscar with Phong shading
 - Please add comments to your GLSL code to show your understanding.
 - File name format
 - **hw11_000000.zip**, where 000000 must be replaced by your own student ID.
- Due date: **2:30 PM, June 7**