**Handed Out: Tuesday Feb. 09, 2023**   **Due: Tuesday Mar. 02, 2023**

This assignment is based on the exercises in Chapters 5, & 6 of your textbook for this course. Please complete tutorials in these chapters and then complete and submit the following exercises:

1. **Chapter 5: Exercise 1**
   This exercise is a slightly modified version of the original exercise in textbook. You have been given a model of the interior of a house with checker box material already applied to it, as shown in figure below. Your job is to unwrap it.
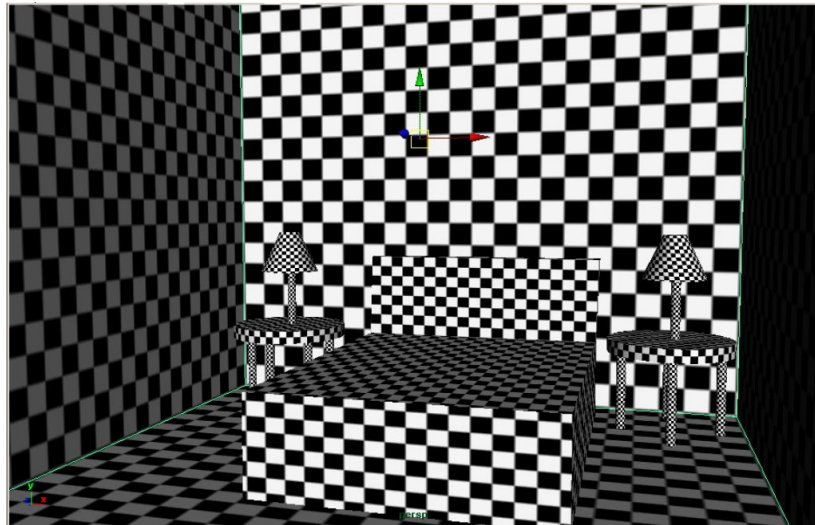
2. **Chapter 6: Exercise 1**
   Use the provided model of the house, unwrap it and then apply textures to it to get the final output, as shown in Figure 5-56. **(Expected time: 30 min)**.

General NOTES:
- **CREATE A NEW PROJECT** and name it as HW3_your-FIRST-Initial_LAST-name. You need to create **ONLY one** project folder for all of the exercise in this homework assignment.
- Create all default folders in the new project. Save the textures files in the "**Source Image**" folder. Name your scene files as Chapter?_your-LAST-name where ? implies the chapter number of the exercise. You will be saving scene files in the scene folder of the created project folder.
- Please use good programming practices. Name your objects and group them nicely.
- ZIP or TAR the project folder and submit your homework only as a **SINGLE** file.

How to submit:
Submit your homework through the Brightspace account. Site will remain open for submission till the beginning of class, i.e., 10:00 AM on its due date.