**Assignment 2**

Using OpenGL build a 3D scene containing some simple 3D objects (e.g. cube, sphere, cylinder) in different locations. Each object should have different material properties and one object should be textured. You should insert a point light source and a spotlight into the scene. Finally, you should try to get the scene to rotate.

The marks will be awarded for:

* Creating 3D shapes (3 marks)
* Applying material properties and textures (4 marks).
* Creating light sources (4 marks)
* Rotating the scene (4 marks)

**Deadline:**

This is an **individual assignment**. All the source code for the application, a Word document describing the design of your application and a declaration that this is solely your own work (except elements that are explicitly attributed to another source) must be emailed to alistair.sutherland(at)dcu.ie by 0900, Fri 10th April, 2015.

Please click [here](http://www.computing.dcu.ie/current/policy/plagiarism.htm) to review the School's policy on plagiarism.

Submissions without the declaration will not be assessed. This assignment carries 15 marks and late submissions will be penalised 1 mark for each 24 hours the assignment is overdue. The timestamp attached to the email by the School of Computing mail server will define the delivery time.