

Assignment 3: Building and Texturing Models

Assignment Description:

In this assignment, you are supposed to build some models from scratch and apply textures to the models using your favorite picture. You can choose different images for texturing different models. The models are as follows: (1) one square box with one unit size, (2) one pyramid with one unit square base and one unit height and (c) one sphere with unit radius. Place different models at different locations on the screen after applying model transformation. Final output may look like Figure 1.



Figure 1: Building and Texturing Models.

Implementation:

You can use the shader files from tutorial "TexturedPlane". Feel free to write separate classes for different models. Submit all necessary files in a zipped format.

Submission:

Deadline is **Tuesday, February 2, 11:59 pm.**

This assignment carries a weightage of **15%** of this course.