



# 3d-map-simulator

## Instructions to run :

```
make run
```

## Technologies used :

- Glut (OpenGL)
- Textures

## Features :

- Terrains
- Textures
- Skybox
- Buildings (different size and texture) and lamps
- Time of the day :
  - Sky
  - Lamps On off and Glass effect
- Full camera control with mouse and keyboard.
- Text rendering (Instructions and time)
- Collision avoidance

# Screenshots



