Assignment 6: Building and Texturing Models

Assignment Description:
In this assignment, you are supposed to build some models from scratch and apply textures on the models using your favorite pictures. You can choose different images for texturing different models. The models are as follows: **(a)** one cube with size 2x2x2, **(b)** one pyramid with square base (2x2) and 2 unit height, **(c)** one cone with unit base radius and height 2 and **(d)** one disc with unit radius. Place different models at different locations on the screen after applying model transformation. Final output may look like Figure 1.
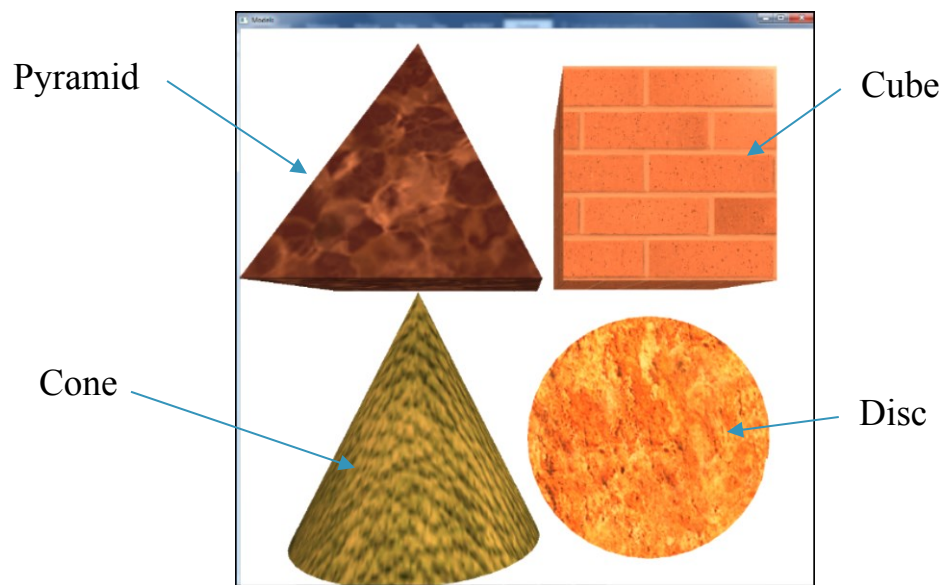

Figure 1: Building and Texturing Models.

Implementation:
You can use the example shown in the class on "TexturedPlane". This example has already been uploaded on canvas. You can use the same shader files. Can you identify what shading technique has been used? Feel free to add codes (header files and cpp files) for different models as required for this assignment.

Submission:
Submit all necessary files in a zipped format. Name the file as **Firstname_ Lastname_6.zip** (your first name and last name).
Submission deadline is **Tuesday, March 13, 11:59 pm**.
This assignment carries a weightage of **15%** of this course.