CITS3002 – Graphics and Animation 2018

**Part 1:**

You are required to complete an implementation of a simple scene editor that allows a collection of objects to be arranged in a scene and various properties of them to be changed, such as colour, shininess and texture. The specific items you have to implement are below, including sample videos.

Task A

Task B

Task C

Task D

Task E

Task F

Task G

Task H

Task I

Task J

Task K

**Part 2:**

You are required to produce at least three animated human models in your program. The 3D human models can be produced by **MakeHuman** software and animation by **Blender**. You are suggested to follow the instructions given below and also take help from online tutorials when needed. You should export your animated model from **blender** and add it to your scene editor. When a user adds the animated model to the scene, it should perform the animation automatically. Some sample code and instructions are supplied to help you accomplish these tasks.

Task A

Task B

Task C

Task D