

Date Due: 2019 Oct. 20, PM11:55 (around 2 weeks)

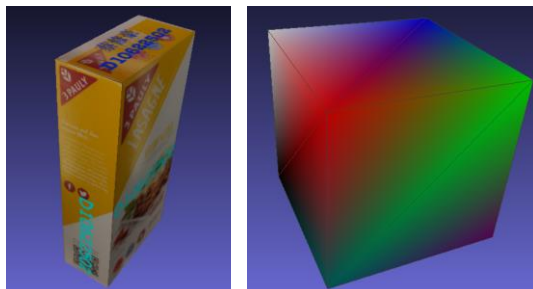
Please upload to Moodle, <http://moodle.ntust.edu.tw/>

Description :

1. Use text-editor (ex. notepad.exe) to create a textured OBJ file and a color PLY file. Texture OBJ (wavefront) file, including *.obj, *.mtl and pictures, and PLY is color object with vertexes colors, including Red, Green, Blue, White, Cyan, Magenta, Yellow and Black. Please consider the polygons as triangles.
2. Create a close-volume box, whose size or scale is similar to the real object in your textures. Note: To accomplish a box, you may need at least two images. You can combine two image into one by Photoshop (or similar).
3. Carefully assign the 3D / texture / normal coordinates to each vertex of the box.
4. Please use image editor (ex. photoshop, or painter) to add your student-ID and full-name in the texture image.
5. No need to write programs. Hand in **Two** 3D model files only. Name those files as your ID, for example: m10025001.obj, m10025001e.mtl, m10025001.jpg, and m10025001.ply.
6. Please do NOT use commercial 3D software to create files in this assignment.
7. Score evaluation: Files can be correctly imported into 3D software (ex. 3DMax or Meshlab): 100%

Hint:

1. Please refer to OBJ / PLY file format, and practice the 3D and texture coordinates.
2. Use 3D software, ex Meshlab, to make sure the correct 3D appearance.
3. Your results should look similar to bottom images (file from D10622502).



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