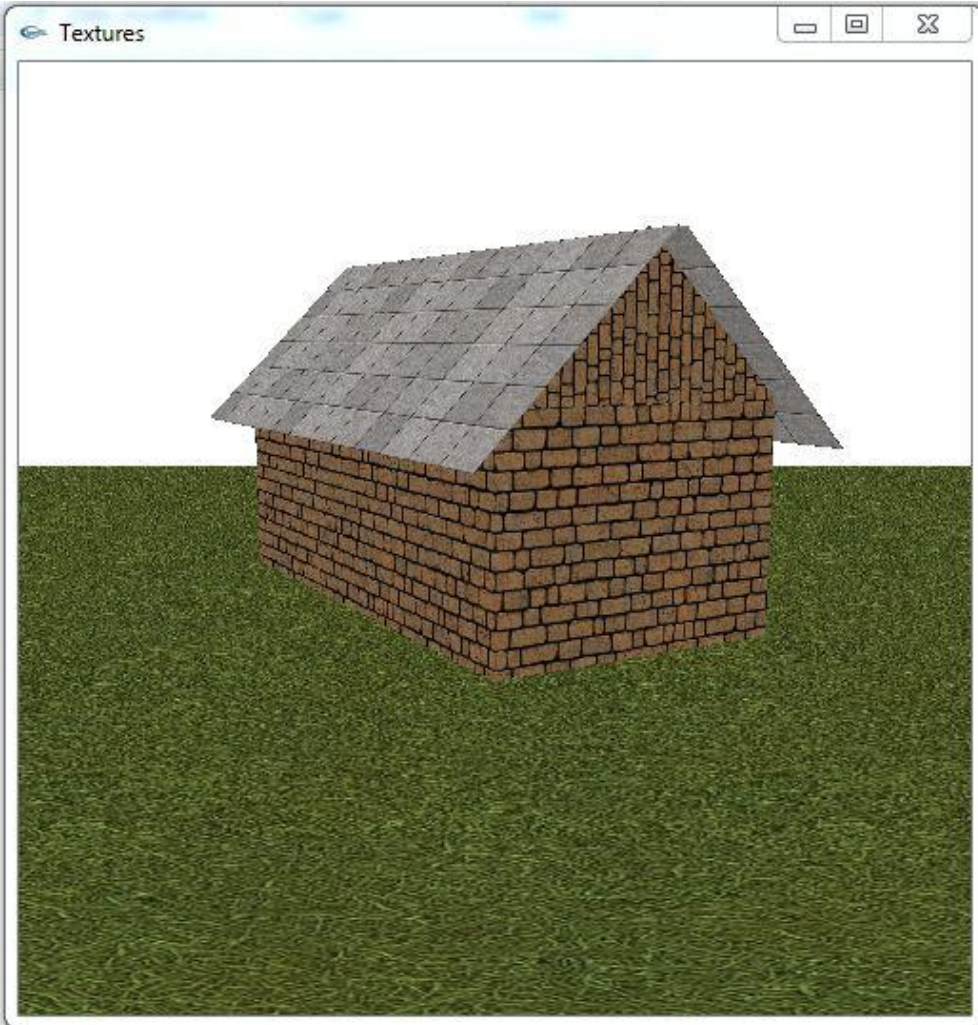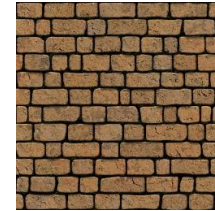You have to create the following 3D model using Texture Mapping. Necessary images (*wall, roof, grass*) are provided in the folder. There are some extra images (*door, window*) as well. You may use these extra images to make your work more efficient and to get more marks.

Images

wall   roof   grass

window

door