TP4: Scene, Texture, materials and Illumination

Use config of previous practice.

1. Create the following scene
      - Ground
              *Plane 40 * 40
              * Centered (0,0,0)
              * Green

      - House:

              * 4 red walls
              * 2 red triangles
              * 2 gray squares
              * gray roof
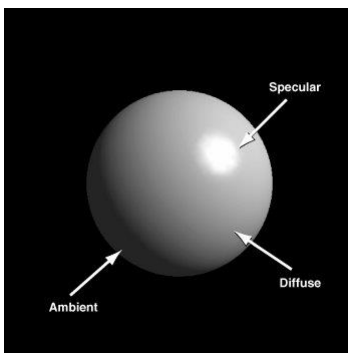
      - Tree
              * brown cilinder (gluCylinder)
              * green sphere

2. Materials
      * take out glColor of every element of the scene and replace with materials.
      * define materials por every element of the scene
              * define diffuse, specular and ambient colors.
              * define specular coefficient

3. Illumination

*Authorize usage of lights: glEnable(GL_LIGHTING);

*turn on lights
* define light properties
*define light properties

4. Textures. Apply textures to every element in scene.