Homework - 6

CS594

Model loading

In all the previous assignments, the coordinates of polygons, their uv-maps, etc., were hard-coded in C++. This is seldom the case in real-life applications. This homework is about loading models from disk. There are a number of file formats for saving models on disk. Here we shall use `.obj` format. Click on the link below to read the tutorial and complete the following exercise.

    Model loading: Shows how to read from file, a model, which includes the polygons and the uv-maps, among other data. Run and understand the code for "Tutorial 7: Model loading".

    Exercise: Edit the code of "Tutorial 7: Model loading" to do the following. Add support for loading up to two meshes from a single `.obj` file, along with their uv-maps. Do this by modifying the function `loadOBJ` function. Load two different textures from two `.DDS` image files. Apply these two textures to the two meshes and display them on the screen. Submit the following modified files.

1. `objloader.cpp`

2. `tutorial07.cpp`

3. A single `.blend` file with two meshes and their uv-maps

4. Two `.DSS` images for textures.