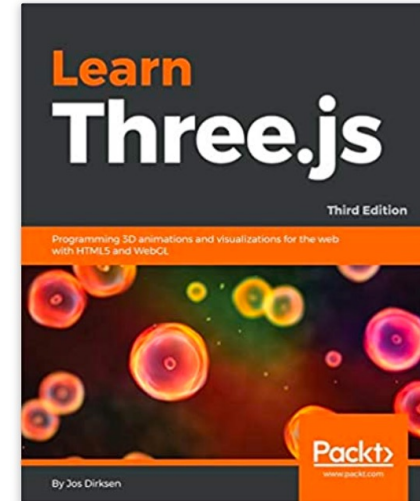# COMPUTER GRAPHICS
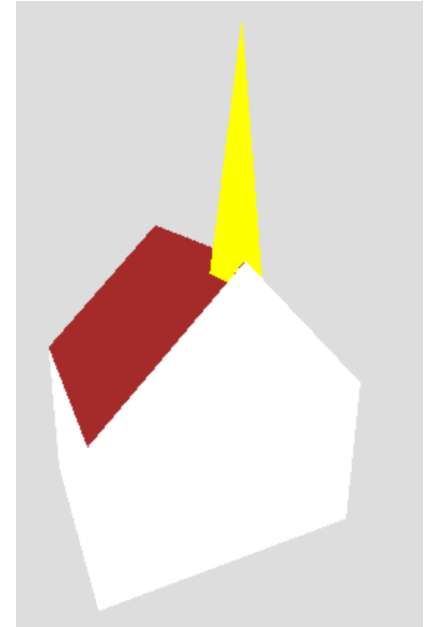


* Based on CISC 3620 material by Prof. Michael Mandel

# EXERCISE

# Exercise: Coloring the Church

- Starting with this [church start](church start) pen

- Modify the code to create a
  - **white church**
  - with a **brown roof**
  - and a **yellow steeple**

- **Your result may look like this:**
  - rotate the camera with your mouse to see the brown roof

# **Coloring the Church, tips:**

- The starting code provides comments about the steps to complete

- This [simple color demo](#)

  - illustrates how to create a mesh with one color (e.g. for the church steeple)

  - and how to set up multiple materials with different colors (e.g. for the barn that is the base of the church)

# Coloring the Church, tips:

- You can specify one color for multiple faces all at once using TW.setMaterialForFaces() function.
  - The following example assigns a materialIndex of 2 to the faces 6, 8, and 9:
    - i.e. the material color at index 2 of the array is assigned
- TW.setMaterialForFaces(geom, 2, 6, 8, 9);
- The barn has 16 faces (indices 0 to 15 in the array of faces)
  - the roof faces are stored at indices 6, 7, 8, and 9

# Questions?