**Berne University
of Applied Sciences**

School of Engineering
and Information Technology

Assignment: 3D-House (CG-02.01A)

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- **Main Assignment**
  - **Write an OpenGL program to draw a 3D house including a surrounding fence. Use the provided template "CG-02.01A - 3D-House" as a starting point for your program.**
  - **Use different OpenGL geometric primitives to define the vertices of the house.**
  - **Enable double- and depth-buffering for your program.**
  - **Optimize your model to benefit from back-face culling, but only where possible!**
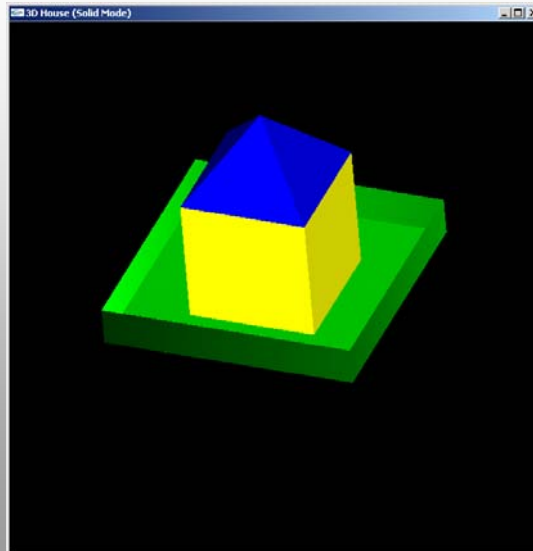
- **Programming Tips**
  - **To distinguish different surfaces of your model, each surface should be set to a different color. Use the glColor() command for this purpose.**
  - **Experiment with the "CG-02.01D - Shapes Tutorial" to find the appropriate OpenGL geometric primitive and color settings.**
  - **Be aware of a consistent vertex ordering for correct back- face culling.**

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• **Solution**