

CS 455: Homework 3

Sceen

1 Introduction

In this homework, you will apply transformations, UV mapping, texturing, and lighting to assemble a three-dimensional scene.

2 Requirements

To receive full credit for this assignment, you must:

- Construct a scene comprised of at least five objects, one of them being a floor or ground surface.
- Each object must be placed in the world using its own transformation.
- Texture each object.
- Shade each object with diffuse lighting.
- Shade at least one object with specular lighting.
- Apply a perspective transformation.

It is not a requirement to make the scene interactive, but you might still want to employ our `Camera` abstraction to facilitate positioning the eye into your scene.

3 Submission

Push your code to Bitbucket. Post an example image or two on the course blog. Describe your thought processes and any hurdles you had to overcome. Use categories `spring 2015`, `cs455`, and `postmortems`.