

**CMPS 327  
FALL 2009  
ASSIGNMENT 4**

**MODIFICATION OF EXAMPLE 9 FROM CHAPTER 6  
(DUE DATE: October 21<sup>st</sup>)**

The assignment is to modify the code for example 9 from chapter 6. The program shows a cube rotating about the Y-axis. The cube is rendered using two different textures.

Here are the changes you will make.

- Move the camera up 1 on the Y-axis so the view includes the top of the cube. When you do this, you will need to adjust the point to vector to keep the cube in the center of the screen.
- Create four or five textures of your own that involve photographs of yourself (or a loved one). Get 1 or 2 textures from the Game Content folder in the library on the game server.
- Modify example 9 from chapter 6 to map your textures onto the cube instead of test.bmp and test2.bmp.