Master 1 Image and Artificial Life
Module: Fundamentals of Computer Graphics   **2025/2026**

Practical WorkN°02

Application of Textures in a 3D Scene

Objective of the Lab:

Create a natural 3D scene using OpenGL.

Tasks to Perform:

You are required to design a scene that includes the following elements:

- A textured terrain;
- Trees (.obj models) with their textures (to be downloaded from the Internet);
- A stable containing animals;
- A modeled and textured windmill;
- A fence surrounding the farm or the windmill;
- A path or dirt road connecting the different elements;
- A cabin, country house, or well near the windmill;
- A sky created from images;
- Some animations (based on .obj models);
- Textured or colored mountains.

Note:

Creativity, personal additions, and improvements made to the scene and the source code will be taken into account in the final evaluation.