

Assignment One
CS375 Graphics
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3D Modeling & Simple Programming

Create your dorm or apt room in 3DS Max with geometry such as: desk, bed, chair,
computer, etc

Name _____

Grade _____

Load 3D model of room.fbx I gave you

Convert it to fbx with embedded textures (see Media tab)

Add some new furniture or geometry with realistic texture maps.

Make two rooms connected using Boolean Operands.

Use textures to make the room as real as possible

Load your room.fbx model in the XNA demo program and move around.

Make sure you can move around using the Xbox 360 controller.

Add: F1,F2..Fn to go to various pos and orientations in the room.

```
private void UpdateKeyboard()
{
    Vector3 pos = Vector3.Zero;
    oldKeyboardState = keyState;
    keyState = Keyboard.GetState();
    if (keyState.IsKeyDown(Keys.Escape))
    {
        this.Exit();
    }
    if (keyState.IsKeyDown(Keys.F1) &&
oldKeyboardState.IsKeyUp(Keys.F1))
    {
        camera.setPosition(0, 0, 50.0f);
    }

    if (keyState.IsKeyDown(Keys.F2) &&
oldKeyboardState.IsKeyUp(Keys.F2))
```