Create a scene in which you can move around using the same camera controls as in the 'basic' project. This can be anything you want – a landscape, a city, a forest, outer space, your apartment, whatever. Use all the techniques we have learned so far: scaling, rotation, and translation to stretch/shrink objects and place them in the scene; lighting; and textures. At a minimum, you should include

- a half dozen instances of models, at least some of which have textures applied,
- two or more lights,
- a skybox.

Use ObjFile.h for loading models. The sample code includes models for a cube, sphere, and teapot; others are not hard to find, and modeling software can export files in the OBJ format.

You may end up with a large volume of code, so try to avoid making a big monolithic init() and display() method, that is, make some effort to modularize what you are doing, and provide some comments explaining what’s going on.