

OBJ Files



Oregon State
University
Mike Bailey

mjb@cs.oregonstate.edu



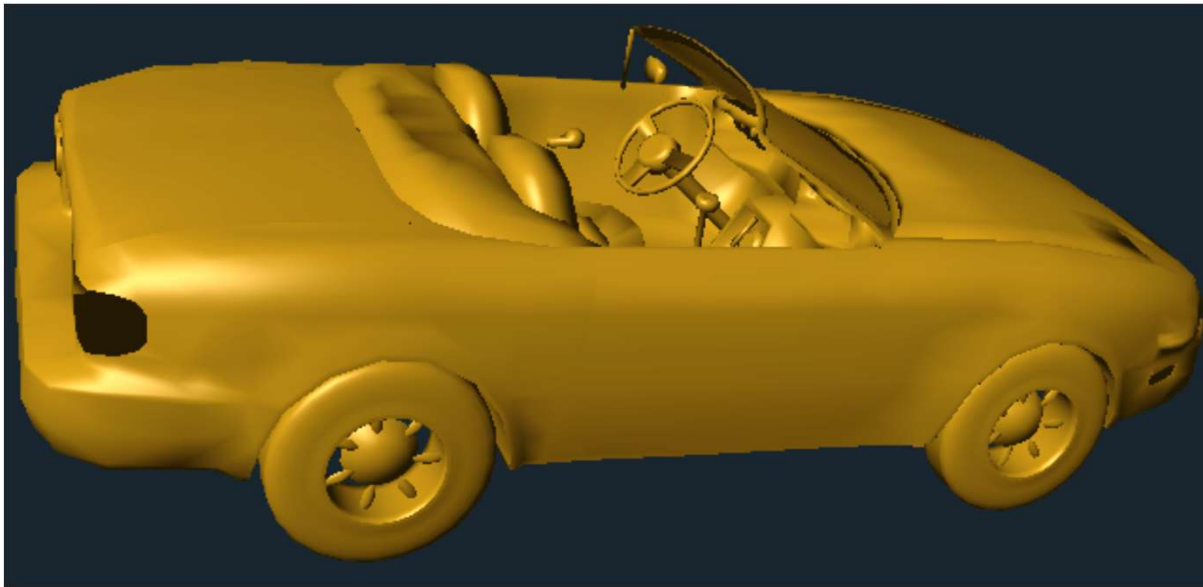
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Oregon State
University
Computer Graphics

OBJ Files

An OBJ file is a way to transmit 3D geometry information from one program to your OpenGL program. As there are thousands of free OBJ files out there (and a lot of paid ones too), this is a great way to get fun geometry into your program without you having to create it yourself.



The Parts of an OBJ File

```
v 2.229345 -0.992723 -0.862826  
v 2.292449 -0.871852 -0.882400  
v 2.410367 -0.777999 -0.841105  
v 2.407309 -0.974980 -0.805091
```

Vertices

```
vt 0.202747 0.304978  
vt 0.201052 0.414168  
vt 0.137383 0.357003  
vt 0.263749 0.402974  
vt 0.102404 0.424003
```

Per-vertex Texture Coordinates

(if there are none of these, you cannot texture this model)

```
vn 0.628361 -0.426126 -0.650830  
vn 0.437900 -0.250054 -0.863549  
vn 0.709718 -0.453838 -0.538824  
vn 0.720876 -0.356662 -0.594247
```

Per-vertex Normals

(if there are none of these, you can only apply lighting to this model)

```
f 11/11/26 12/15/25 13/19/27  
f 13/19/28 12/15/29 15/24/30  
f 12/15/29 14/28/31 15/24/30  
f 15/24/32 14/28/33 16/34/34  
f 16/34/35 14/28/36 18/33/37
```

Faces

(for each vertex of a face, the numbers are vertex number / texcoord-number / normal-number)
(to make it more confusing, the texcoord number and the normal number don't need to be there)
(to make it even more confusing, these indices are 1-based, not 0-based)



OBJ File Samples



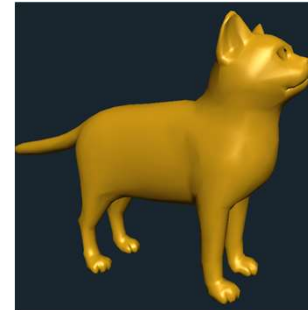
cow.obj



dino.obj



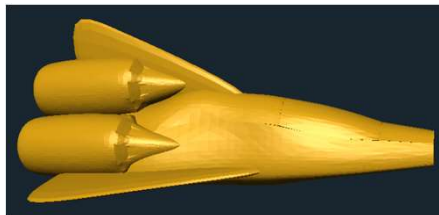
deer.obj



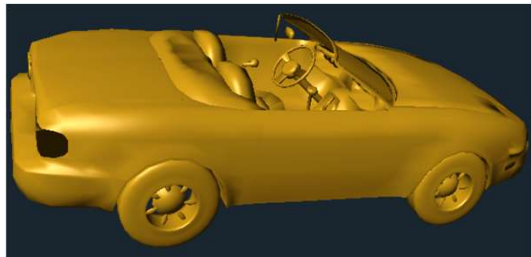
cat.obj



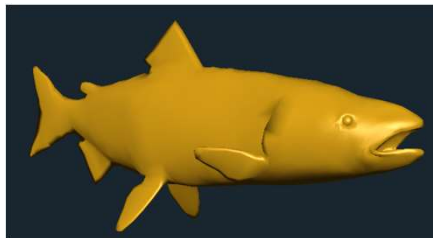
skeleton.obj



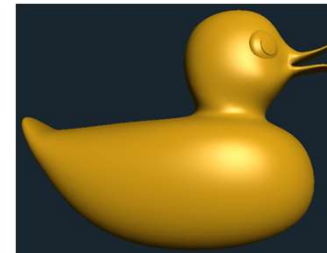
spaceship.obj



car.obj



salmon.obj



ducky.obj

OBJ File Samples

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You can find these and more at: <http://cs.oregonstate.edu/~mjb/cs557/Obj/>

Or, look at the end of the Class Resources Page

Or, Google the phrase: **Free OBJ Files**

Or, my favorite go-to site for free models (and paid ones) is: <https://www.turbosquid.com/>



We are Giving You a Function to Load an Obj File into Your Program

The code for this is in the file: **loadobjfile.cpp**

I usually use this by placing the .obj object into a display list, like this:

```
// create a global variable:
```

```
GLuint DL;
```

```
...
```

```
// do this in InitLists( ):
```

```
DL = glGenLists( 1 );
```

```
glNewList( DL, GL_COMPILE );
```

```
    LoadObjFile( "spaceship.obj" );
```

```
glEndList( );
```

```
...
```

```
// do this in Display( ):
```

```
glCallList( DL );
```



But, you need to use Lighting!

You are advised not to use these models until we have covered OpenGL lighting!



With lighting – cool!



Without lighting – blech!

