

**OBJ Files**



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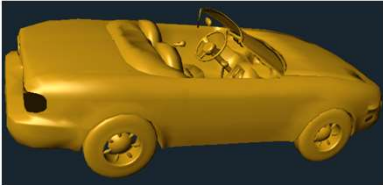
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**OBJ Files**



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.




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**The Parts of an OBJ File**






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**OBJ File Samples**


  
cow.obj


  
dino.obj


  
deer.obj


  
cat.obj



  
spaceship.obj

  
skeleton.obj

  
car.obj

  
salmon.obj

  
ducky.obj

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**OBJ File Samples**

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/>

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**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 );

```

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**But, you need to use Lighting!**

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



With lighting – cool!



Without lighting – blech!

