Computer Programming Using Kivy - **OpenGL 2 - Multiple Objects**

**GOAL: use the Glops 3D engine to rotate more than one mesh in a 3D scene.**

(You must first have a completed and working opengl1.py)

Update the 3D engine:

* Go to your home drive (File Explorer, Computer, T:\*username* or H:)
* Go to your opengl folder, then double-click update-kivyglops

Implement the update\_glops method to make a program where you can rotate the selected glop when using arrow keys:

* Open Geany
* File, Open, your home drive (such as T:\*username* or H:), opengl, opengl1.py
* File, Save As, go to your opengl folder, then name this file opengl2.py
* Implement the update\_glops method to your MainScene class:



Try your program:

* Execute
* Use the letter keys j, k, l, u, i, or o as directional keys to rotate selected object
* Press Tab to change which object is selected, then try rotating again

