Title: Lit Colorful Kitchenware
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Description: My project shows three objects: a colorful wine glass, a colorful bowl, and a cube (a marker for the directional light). These kitchenware objects constantly rotate showing off the lighting and shadows in the scene. Users can move the light's position and traverse the scene with camera controls.
Images:
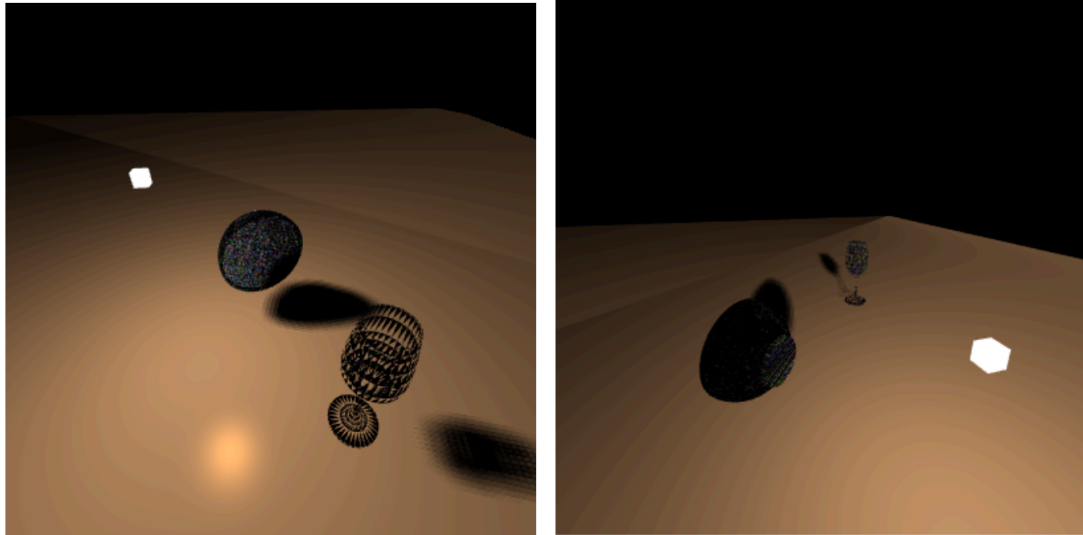
Files:
shadowmap_smoothed.js - js file, which implements the majority of the project
shadow_light_smoothed.frag - frag file, which implements the fragment shader for light
shadow_light_smoothed.vert - vert file, which implements the vertex shader for light
shadow.frag - frag file, which implements the fragment shader to draw shadows
shadow.vert - vert file, which implements the vertex shader to draw shadows
flat.frag - frag file, which implements the fragment shader for when there is no light
flat.vert - vert file, which implements the vertex shader for when there is no light
cube.js - js, which implements cube data (struct)
shadowmap_smoothed.html - HTML file which formats browser which shows project canvas
resources: contains obj files for meshes used in the project
lib: contains js files that provide functions for the other files

Instructions:
- Light Position Sliders:
  Sliders to move light along the specified axis
- Controls for camera movement:

WASD Up/Left/Down/Right, E to go forward, and Q to go backward
- Controls for camera rotation:
  Press: UpArrow/LeftArrow/DownArrow/RightArrow
  Rotate: Up/Left/Down/Right