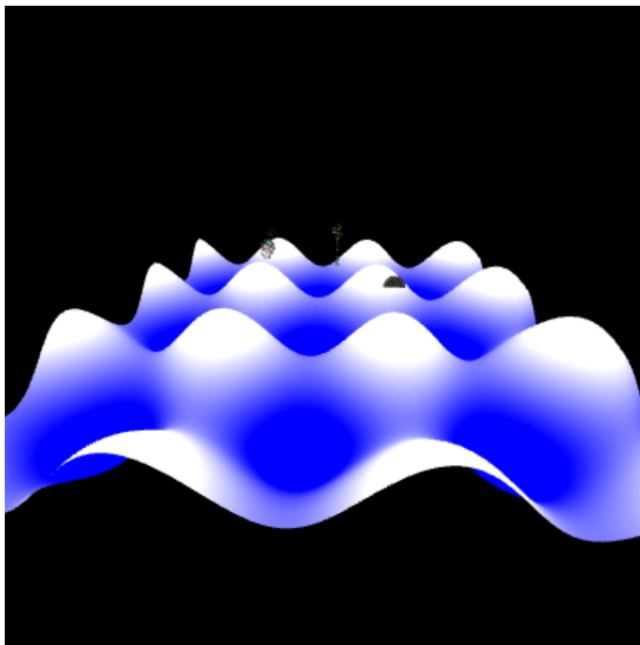Title: Colorful Kitchenware x Blue Terrain
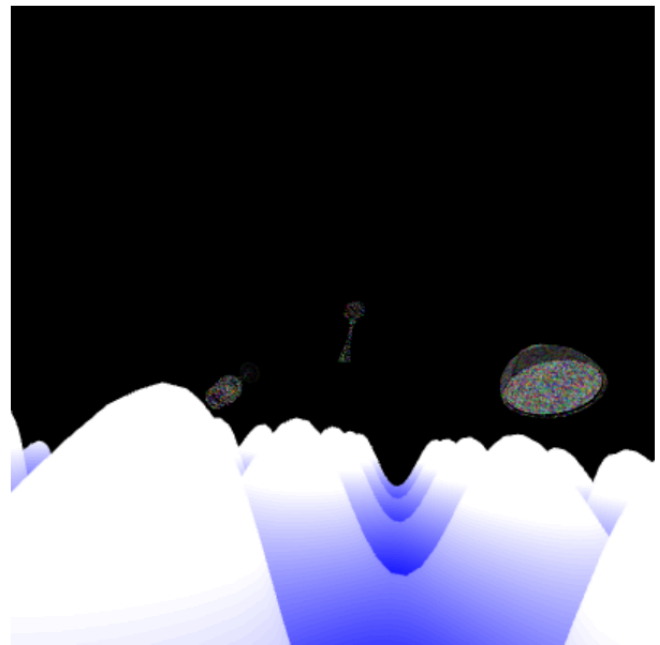Name: Dayo Babatunde
NetID: dmb8940
Description: My project shows three objects: a colorful wine glass, a colorful spoon, a colorful bowl, and a blue terrain. These kitchenware constantly rotates and interacts with the terrain by floating above and through it along a specific axis.
Images:

Roughness: 20

Roughness: 38

Files:
terrain_demo.js - js file, which implements the majority of the project
terrain.js - js file, which implements the terrain mesh generation
terrain_demo.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 terrain.js and terrain_demo.js files

Instructions:
- Regenerate Terrain Button:
  Button to regenerate the terrain with the roughness specified with the slider

- Roughness Slider:
  Controsl terrain roughness for next generated terrain
- 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