How to make:
- In the terminal, run "cmake .." in the 'build' directory, then "make -j" to get an executable called 'imgmaker'.

We will use the snowman example.

Effects of different parameters:
- **eye and viewdir**: position of eye and direction it's looking. For example, setting position to the snowman's left and viewer to point towards the snowman's right will give a view of the snowman's left.
- **updir**: defines what direction is up, if we define 'up' as forward, we get a rotated image.
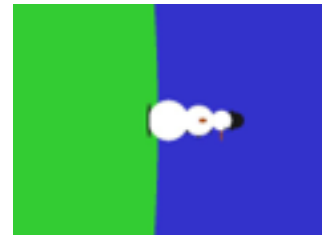
- **fovv:** This is the vertical field of view. This defines how wide of a view we get. It ends up functioning sort of like a zoom. However, unlike moving the eye further away, a wide fov causes distortion in the image. The base image shown above has fov=60, the zoomed in one on the right has fov=20, and the zoomed out one is fov=120. As we can see, the ellipsoid under the snowman no longer looks like an ellipsoid.