There is one piece missing
That you need to complete the practical...

We need a model to render !

File Formats

In order to interoperate with other 3D tools

We need some kind of standard file format

Needs to be something that can share geometries

The lowest common denominator being the triangle

Many different file formats available

Many different choices and options

We have chosen: OBJ files

- Very widely supported by 3D tools
- Accessible and easy to understand file format
- Many existing models available as OBJs
- I've worked with them a fair bit before

  (So have a bunch of OBJ examples !)

OBJ Files

OBJ files contain a list of vertices

And a list of facets/faces that index those vertices

v	30.0	40.0	-50.0
v	20.0	60.0	-40.0
v	10.0	10.0	-20.0
v	20.0	50.0	-40.0
f	1/1	2/2	3/3
f	4/4	5/5	6/6

3D Vertex Coordinates

Triangular Facets (with indices)