

# MM804 Assignment 1

5-Feb -2019

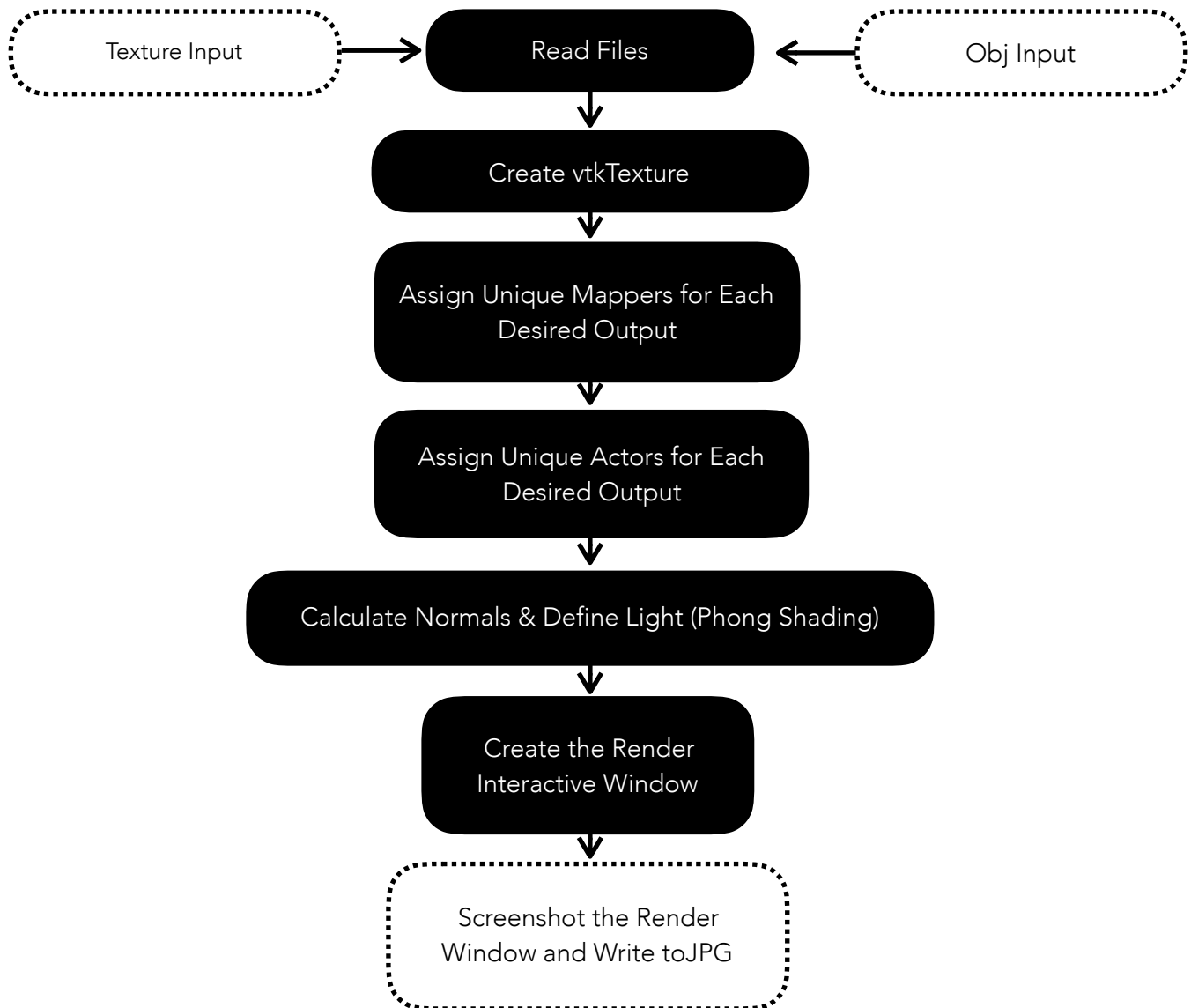
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## Objective

The aim of this assignment is to create multiple view ports to compare different types of representation of objects, namely, wireframe, surface, surface with texture map and texture mapping with Phong shading.

## Code Logic



## Tools

Version: Python 2

Requirements: VTK Library / apple\_obj.obj / apple\_texture.jpg

## Instructions To Run the Code

1. Install VTK library
2. Download the texture and object file to the same folder as the code (The mentioned files are included in the file)
3. Check the VTK and Python Version
4. Run the code