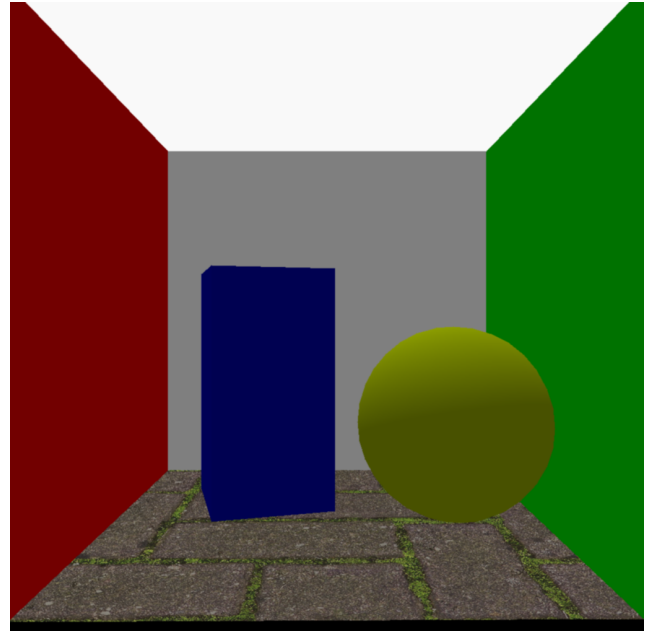


# Computer Graphics

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## Rasteriser



- Completed the Lab
- Object and Material Loading<sup>1</sup>
- Textures
- Gouraud Shading
- Barycentric coordinates
- 4D Clipping
- Directional Lighting
- Shadow Mapping with soft shadows
- OpenMP CPU Parallelization

```
make && bin/rasteriser models/camping/model-triangulated.obj
```

or

```
make && bin/rasteriser models/cornell/cornell.obj
```

<sup>1</sup> This is reused in the other renderer  
Requires OpenCV and OpenMP