Report:

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This second project is built on top of the first project.

Changes:
Now you can and have to specify light soutces in the input file
an example is provided further below but simply
One line has the number of light sources
rest of the lines coordinates of light sources as

        2
        400,500,600
        500,500,500

that is all.
Also now the main is in a different file.

Phong shading is used and since no parameters were given, I used some that I found suitable. For
sake of simplicity I used same parameters everywhere but this can easily be changed if needed.
Example all spheres have the same texture but that is just a matter of coefficients so we can change
those if we want to.

The program is coded on Ubuntu and tested on Ubuntu. Compiled using g++.

Reads the input from <input file> and prints an output to <input file>_output.ppm .
A bash script is provided so that it compiles and runs the program .

name of the script is 'compile_run'
Note don't forget to give the file executable rights first , i sometimes do :

$ chmod +x compile_run

Program is usage example :

$ ./compile_run input_1.txt

the output is an image file named ' input_1_output.ppm '

if no input file is specified the default input file name is "input.txt"

Also the executable is give too. It's named rtp. Can run it as

$ ./rtp <input file>

Again this is not an .exe file. It is for ubuntu - linux

Some examples are provided as separate files.