

Assignment 1 - README

MM 804 GRAPHICS AND ANIMATION

About

Render 3d object using VTK in following representation 1) Wireframe 1) With texture 1) Surface 1) With texture and shading

Refer Assignment1.pdf for more details

Output

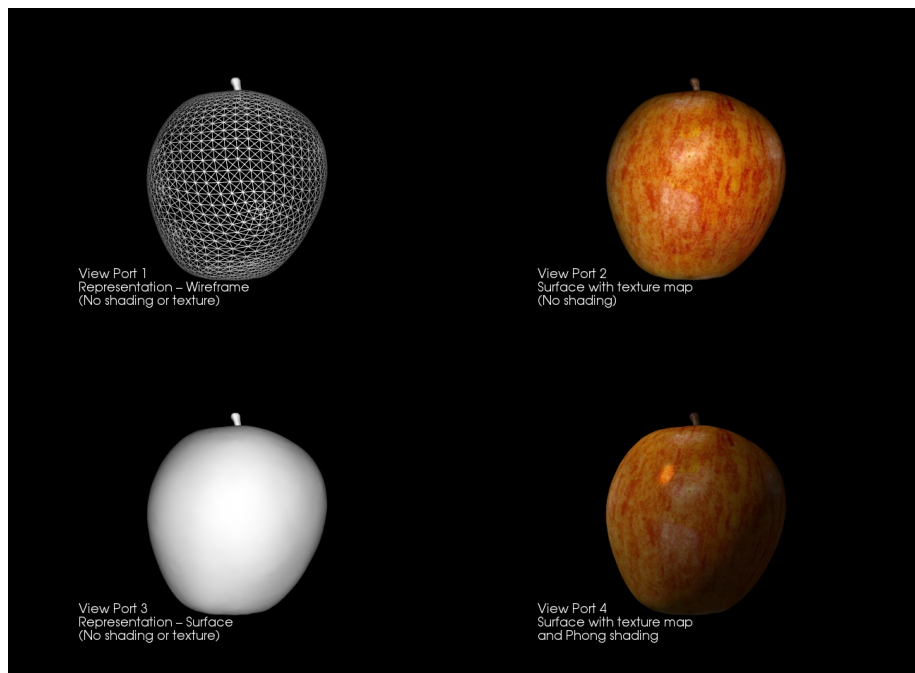


Figure 1: Output

Development Environment

- Python - 3.6.7
- VTK - 8.1.2

- OS - Ubuntu 18.04.1 LTS
- Kernel - 4.15.0-45-generic

Object and texture files used to rendered - apple_obj.obj, apple_texture.jpg

How to run

- 1) Open file assignment1.py and update lines 21, 22, 23 with the object file, texture file and output file location and names
- 2) Run the file using python3

```
python3 assignment1.py
```