

# Assignment 1 - README

## MM 804 GRAPHICS AND ANIMATION

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### 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

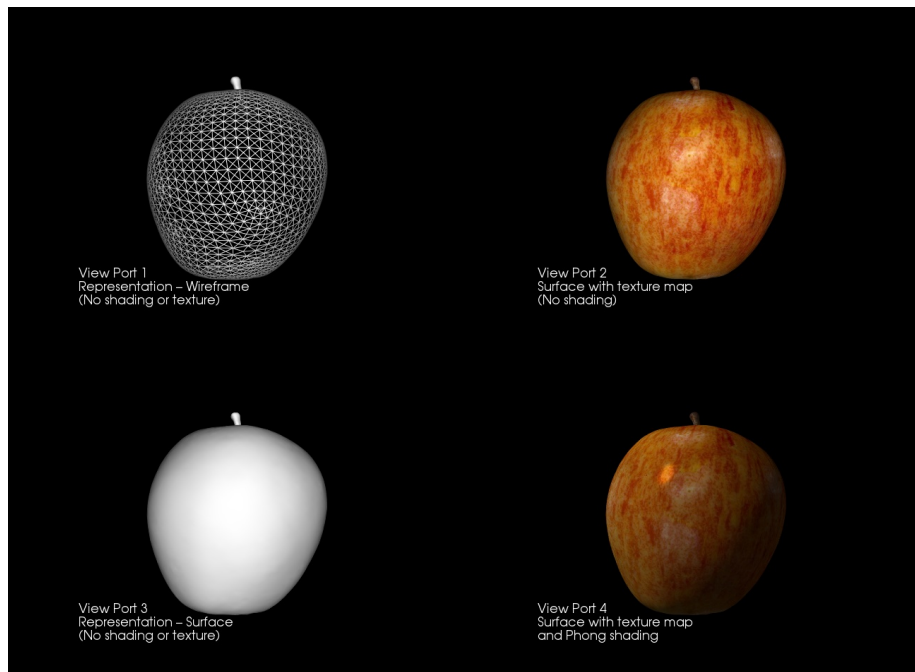


Figure 1: Output

### Requirements

Python - 3.6.7 VTK - 8.1.2

Object and texture files to be rendered.

### **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