

Project 3: Shading

CS 6610-001 Spring 2019

For this assignment, using C++, I implemented a program that organizes the vertices of the teapot to draw the surface, and then uses the normals to implement simple Blinn Shading. The user can change the rotate the position of the camera around the pot by clicking and dragging the left mouse button, or can adjust the lighting by holding “CTRL” during the click and drag. The program exits when the ‘Esc’ key is pressed.

The project requires the following headers to be included and was compiled in Visual Studio on Windows:

```
#include <GL/glew.h>
#include <GL/freeglut.h>
#include <iostream>
#include <cyCore.h>
#include <cyPoint.h>
#include <cyMatrix.h>
#include <cyTriMesh.h>
#include <cyGL.h>
```



