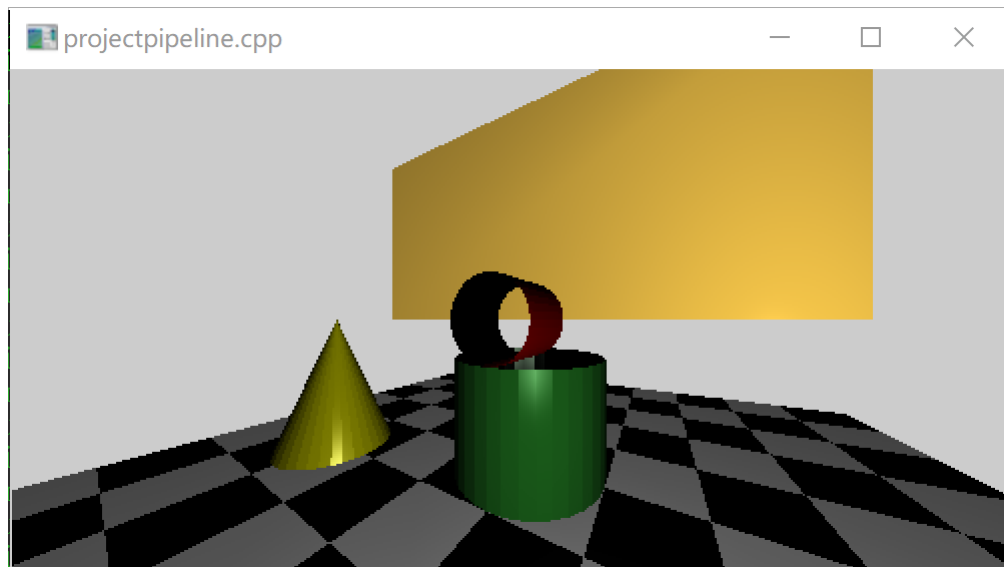


# Project Report

List of the functionalities that work:

## 1. Explicit 3D Surfaces:

- A. Cylinder with open ends. This cylinder should be displayed in two different sizes and two different alignments: aligned with Y axis and also aligned with Z axis.
- B. Cone.
- C. Checkerboard floor.
- D. Plane (in addition to the checkboard).



The open ends cylinder aligned with Y axis is the one in green plastic color.

The open ends cylinder aligned with Z axis is the one in red plastic color.

Those two cylinders are apparently different size.

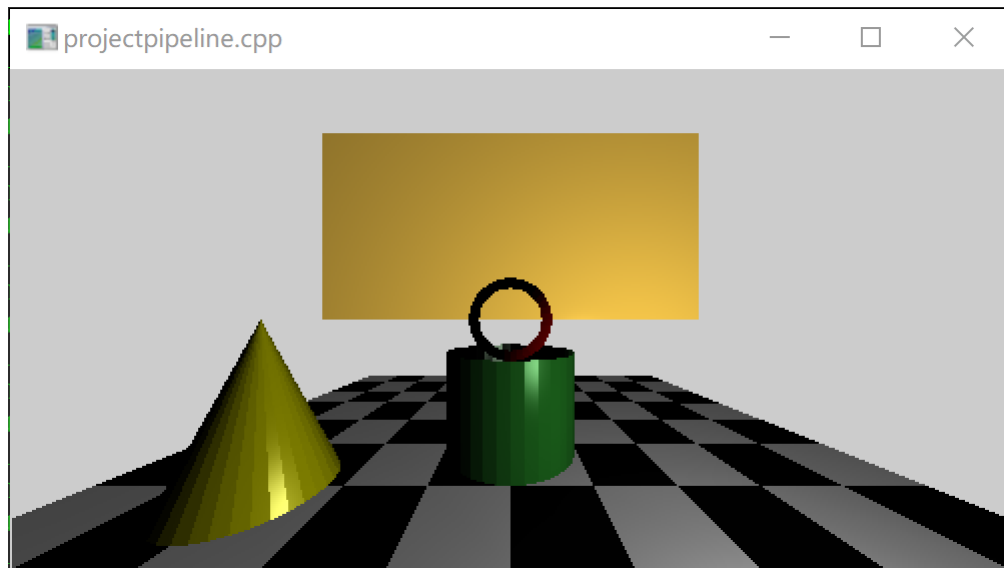
The cone is the object in yellow plastic color.

The checkerboard floor is laying on the ground.

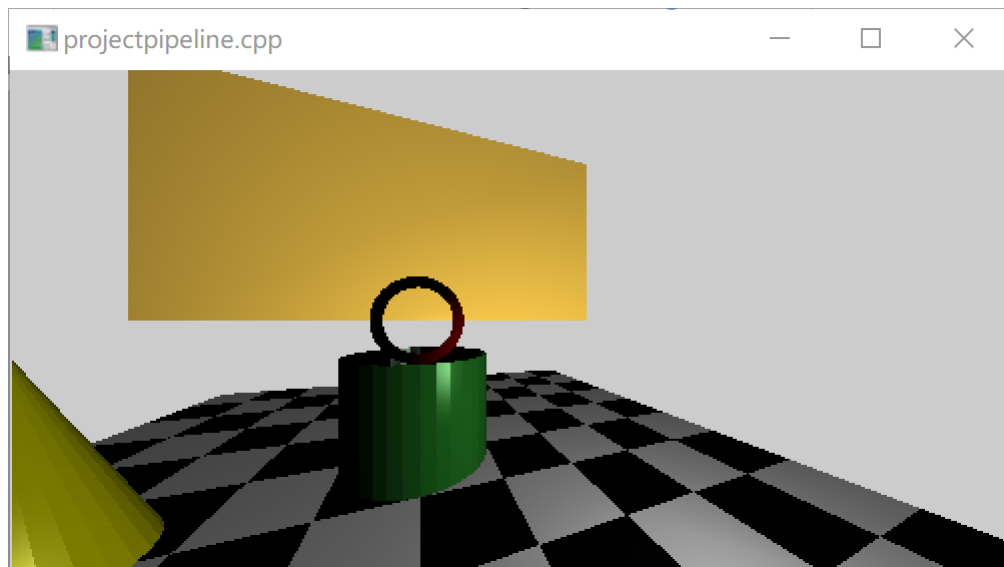
The additional plane is in gold color and behind the red cylinder.

## 2. Viewing:

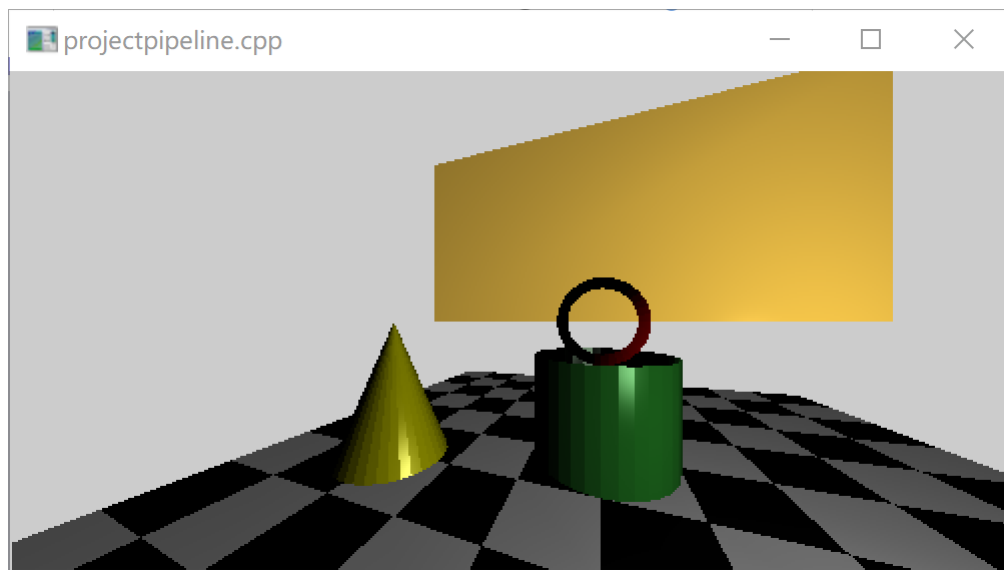
Original viewing



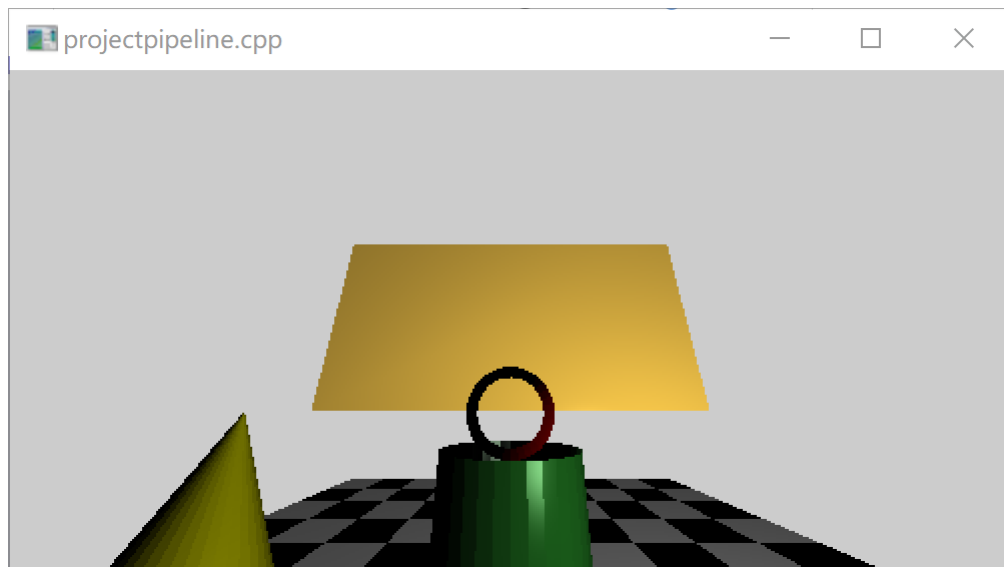
Turn right



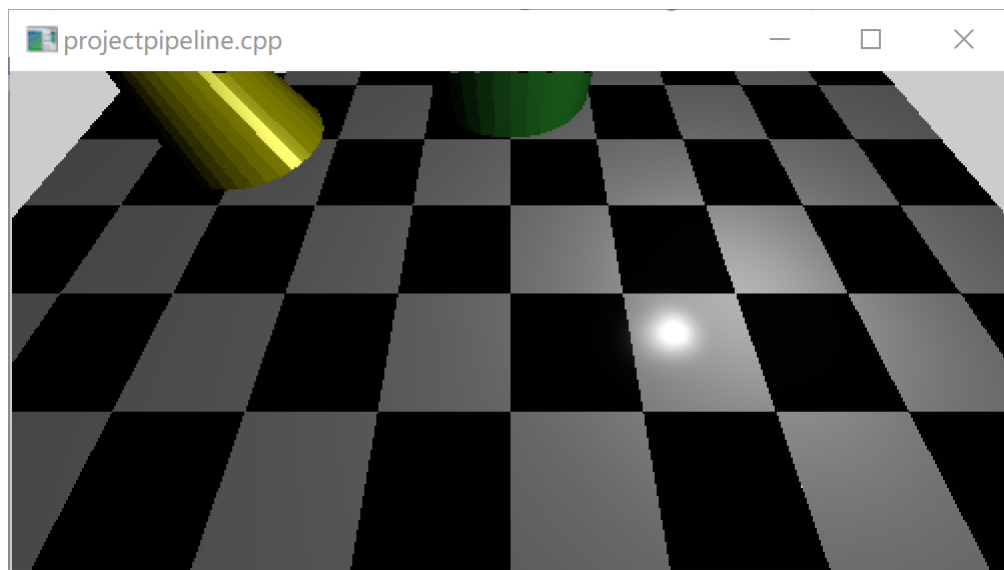
Turn left



Look up



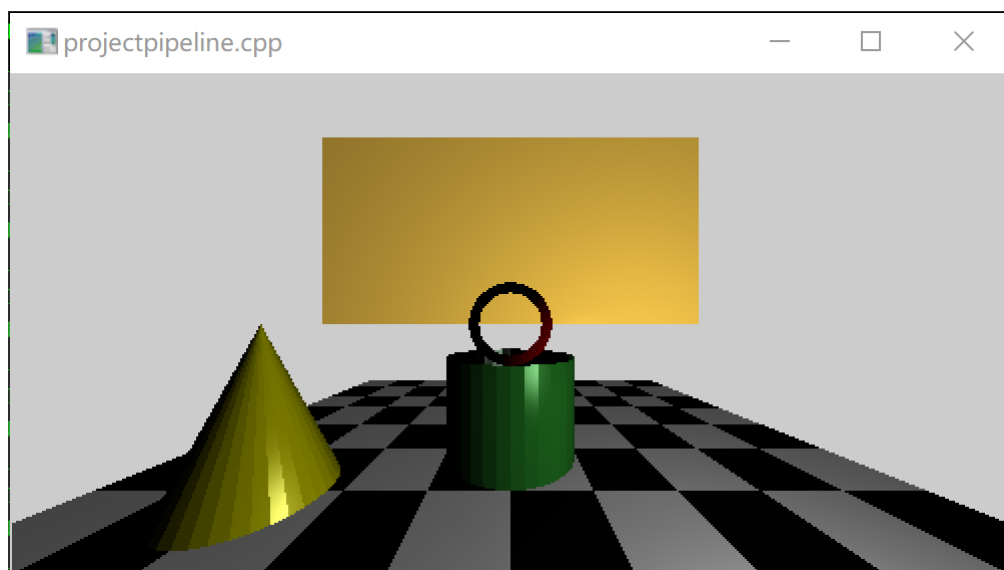
Look down



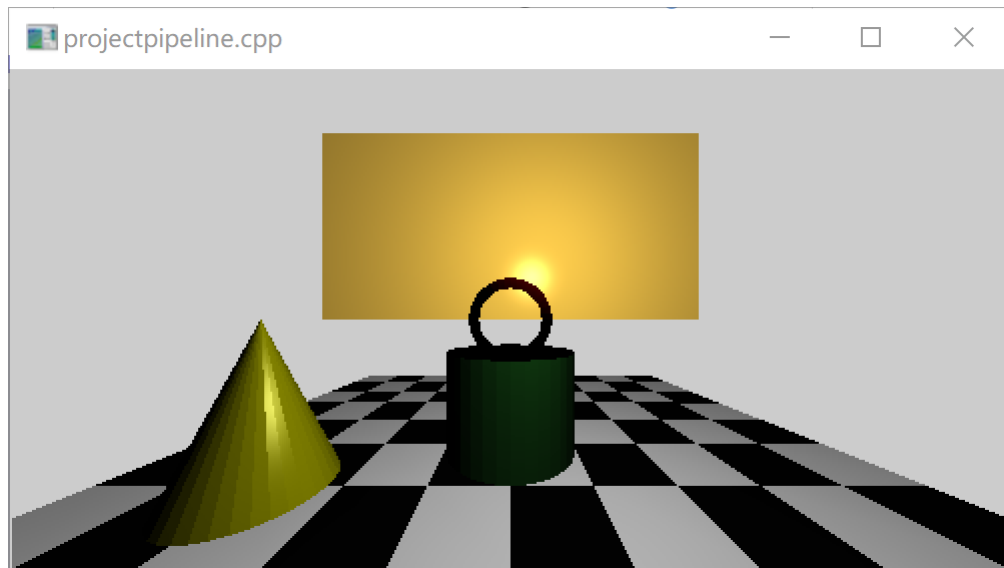
Traveling works, but since it's animation, I can't show it with screenshot.

### 3. Lighting and shading:

Original lighting and shading

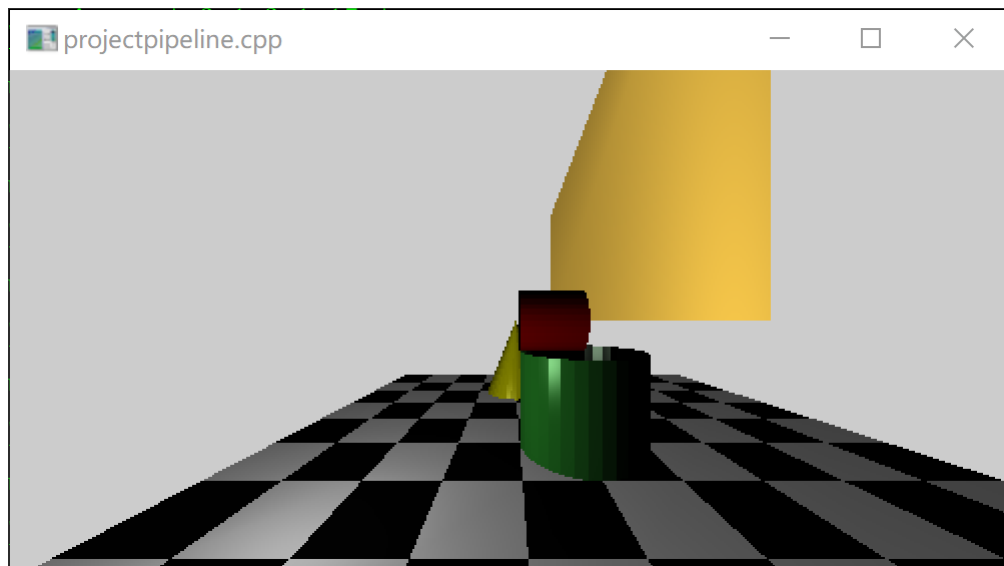


Adjust light by key x, y, z



#### 4. Hidden Surface Removal:

The cone is blocked by those two cylinders.



List of the functionalities that do not work:

None.