

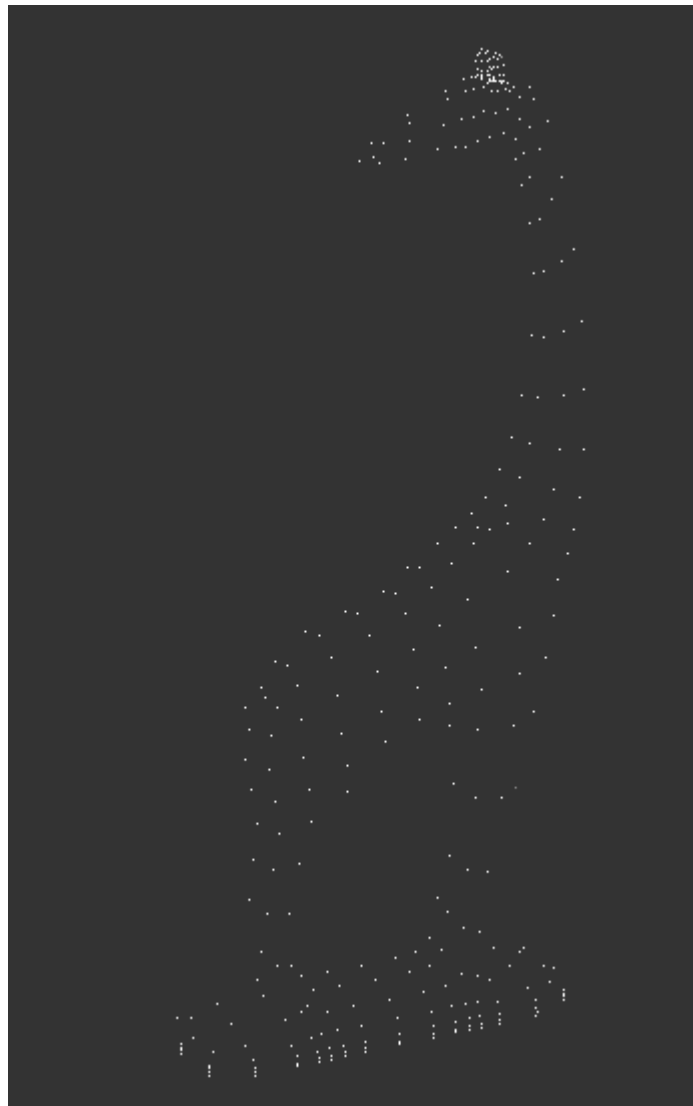
1 – obj format specification :

The obj file is composed of multiple list of object definition. There's a list of vertices representing the point of the object. There's also a list of normal to each vertices. And a list of polygonal face, triangles that use the vertices to be created. There's also a list for texture but we aren't using it in this lab.

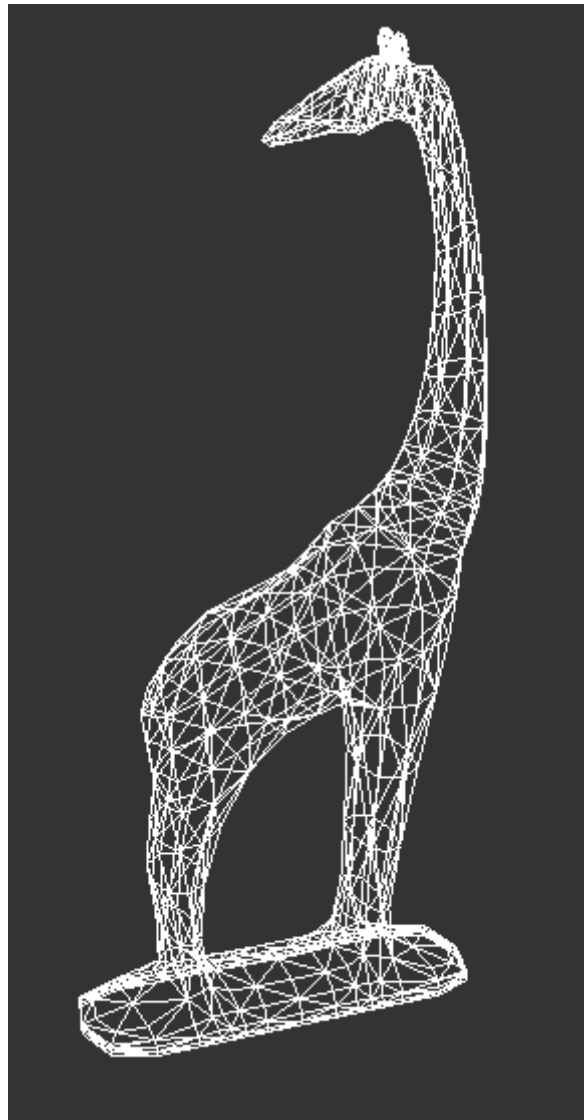
2 – Loading geometry :

After parsing the file using `glmReadOBJ(fileName)`, we obtain a model containing the structures that will be used to get all the vertices and triangles.

The giraffe obj in points look like this :



The giraffe obj in wireframe look like this :

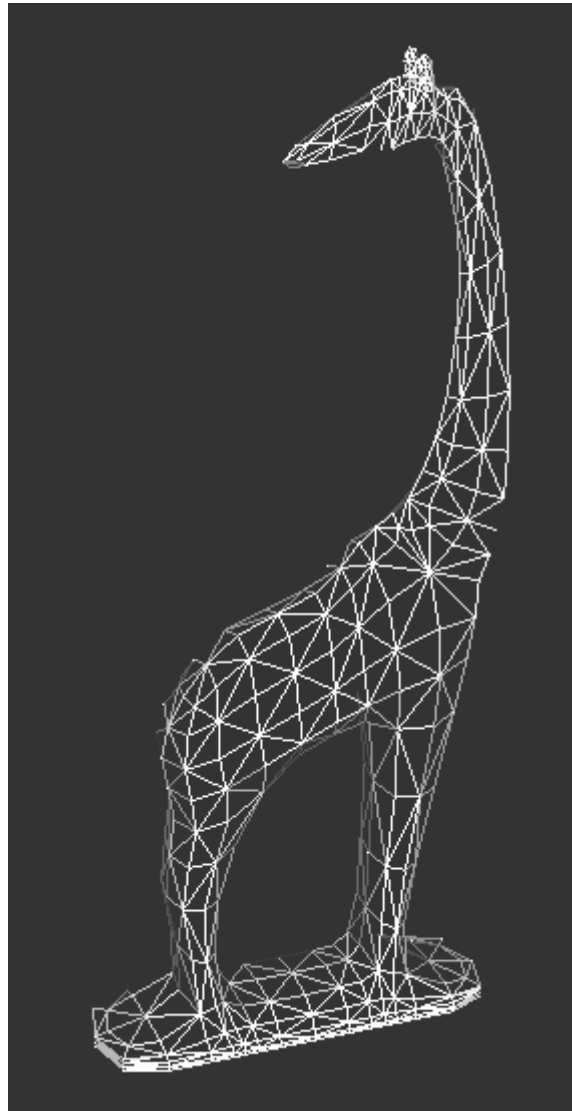


3 – Flat shading :

The giraffe obj in filled mode look like this :



The giraffe obj in wireframed Flat mode look like this :

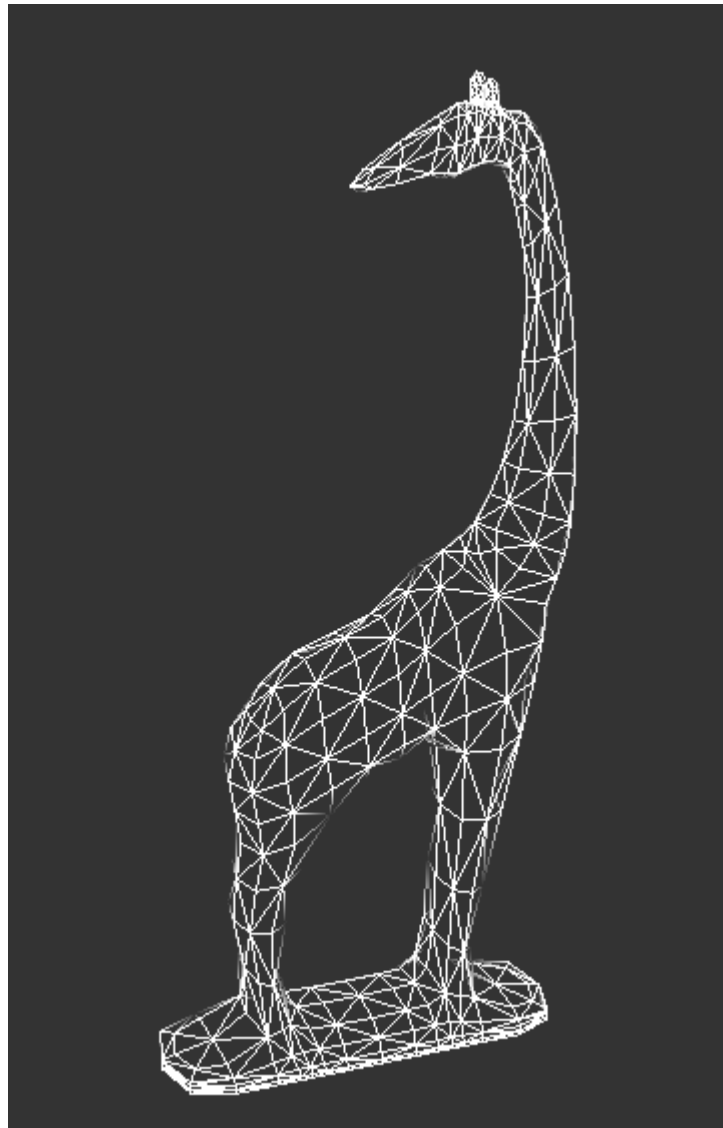


The giraffe obj in Flat filled mode look like this :



4 – Smooth shading :

The giraffe obj in smooth wireframed mode look like this :



The giraffe obj in smooth filled mode look like this :

