Interactive 3D Graphics Project 2
Claudio Desideri 110059
Luca Foschiani 109623

The additional capabilities that we have implemented for this part of the project are:
-the possibility to switch the material of the graphs (phong/metals) implemented through the menu on the web page;
-the possibility to enable/disable shadows in each graph (except for the pie chart) through the same menu;
-we implemented the metal charts using Cook-Torrance shader. The types of metal work in a similar manner to the phong colors: there are three types of metal that are procedurally selected when the graph's dimension is chosen;
-the labels were already implemented so we just had to change the color of some of them when the metal charts are selected;

We wrote the code taking advangate of mercurial as DCVS. Link with all changes is here:
https://code.google.com/p/int3dp1/source/list