

Code Capabilities

Firstly this code can correctly process provided data. Secondly this code can correctly interpret this data by:

- Computes normal and reflected light intensity of every non-hidden polygon.
- Finds the edge lists of polygons.
- Renders the image to an array of colours using a Z-buffer.
- Displays the array of colours.

Once this is completed the render can be rotated with the keyboard and is mostly displayed correctly.

Known Issues

This main remaining issue with the program is that there is what I believe is an unlocated rounding error that is causing some small gaps in the render.

Discussion Disclosure

Elements of this assignment was discussed with Loren Whithair and Munro Forgan