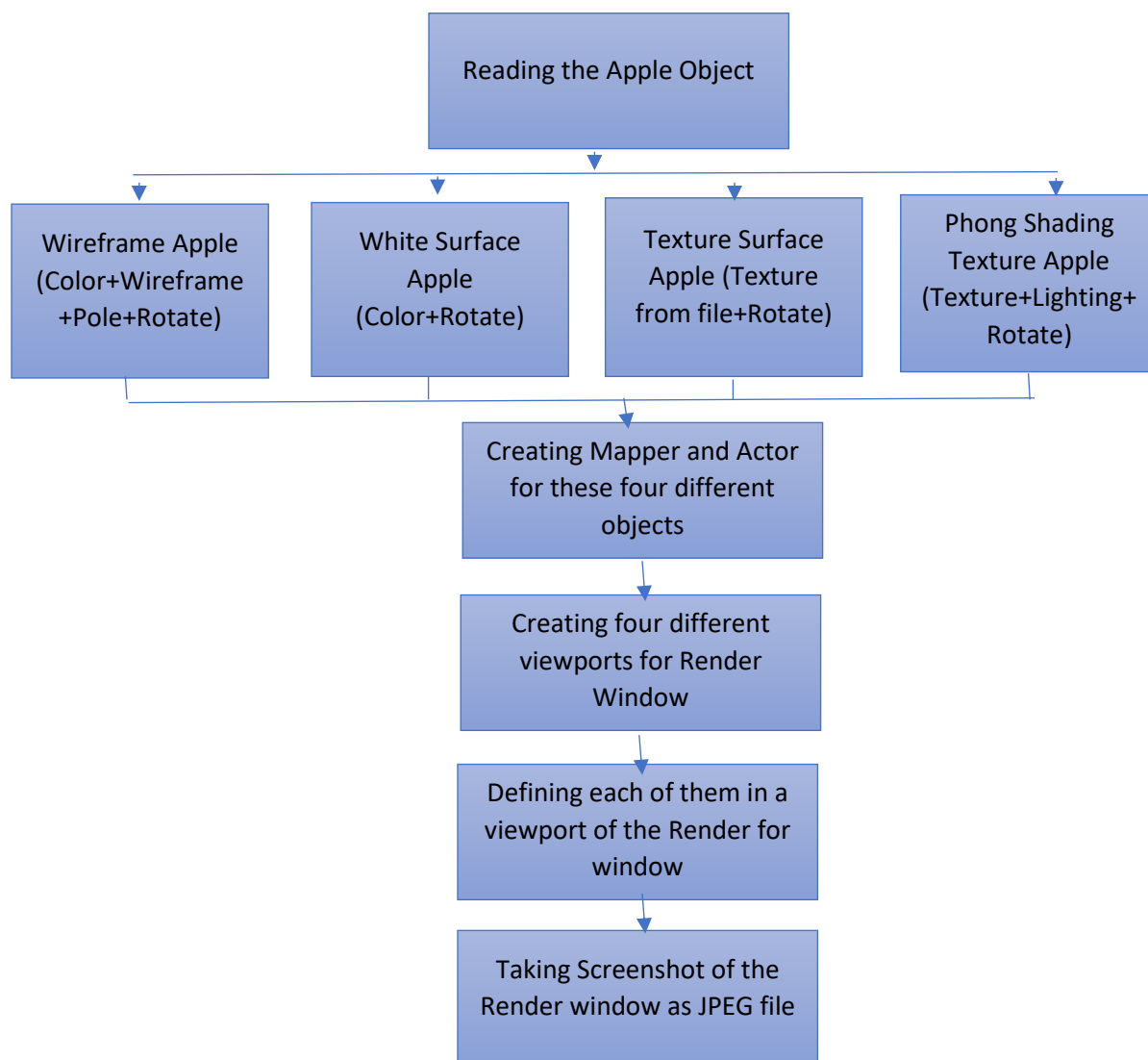


# README DOCUMENT

## Objective of the Assignment:

Creating four view ports to compare different types of representation of given object, namely, wireframe, surface, surface with texture map and texture mapping with Phong shading. After rendering the object, exporting the render scene to a JPG file.

## FlowChart of the Code:



**Tools:**

- ✓ VTK (Version 6.3.0)
- ✓ Python (Version 2.7)
- ✓ Scipy (Version 1.1.0)
- ✓ Numpy (Version 1.15.4)

**Software:**

- ✓ Any IDE that support above tools. It is recommend to use Anaconda (64 bits Python version 2.7)