Lab 4 Read me

The point of this lab was to shade something with gourad shaders, so I created a capsule and made it so that we could add more faces look at the norms and we can change the norm type to get smoother shading.

case ' ': \_viewaxis != \_viewaxis; redraw(); break;

case 27 : exit(1); // Esc was pressed

case 'c':normson = 1; redraw();break;

case'v':normson = 0; redraw();break;

case 'q': nfaces++; redraw(); break;

case 'a': if(nfaces > 1) nfaces--; redraw(); break;

case 'x':normtype = 0; redraw(); break;

case 'z':normtype = 1; redraw(); break;

case 'w':l.pos.x = l.pos.x + .01;redraw() ; break;

case 's': l.pos.x = l.pos.x - .01; redraw(); break;



