

I did not do the extra credit assignment. I edited the following functions for this assignment:

- `Eigen::Matrix4f get_projection_matrix(float eye_fov, float aspect_ratio, float zNear, float zFar)`
  - Copied projection matrix from previous lab
- `void rst::rasterizer::rasterize_triangle(const Triangle& t, const std::array<Eigen::Vector3f, 3>& view_pos)`
  - Copied from HW3, edited to work with the current model we want
- `Eigen::Vector3f phong_fragment_shader(const fragment_shader_payload& payload)`
  - Implements blinn phong model to shade the image
- `Eigen::Vector3f texture_fragment_shader(const fragment_shader_payload& payload)`
  - Implement texture shading





