Assignment 1

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In order to display the Stanford Bunny to the specifications of this assignment, The main changes of the main.cpp file were made to the "retrieve the vertex normal" section with some minor changes in other sections. The change made to retrieving the normal was to calculate the polygon normals, which were then used to compute the average normal of each vertex. First, I calculated the polygon normal by getting the cross product of 2 vectors that lay on the given polygon, then I incremented a counter for the number of polygons. Then, using the polygon normal and counter I calculated the average vertex normal which would be the normals used to properly display the bunny. In addition to computing the normals, I changed the values of 'eyex, eyey, and eyez', used glm::rotate and glm::translate, as well as glm::perspective to display the bunny in a correct size, location, and orientation. As far as issues go, I am unaware of any issues in my program, everything seems to work as expected and my resulting output resembles the output of the one posted in Canvas.