Prototype Documentation

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|  |  |

List of Changes

| Date | Version | Changes | Author |
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|  |  |  |  |
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# Background

**Motivation for Prototyping**

To present to steering commitee

**Prototype Parameters**

It took few hours to develop prototype. It consists of three modules. See situation analysis.

**Prototype Pre-Requisites**

# Requirements

|  | Requirement | | |
| --- | --- | --- | --- |
| Ref. | ID | Description | Weighting\* |
| 1 | 1 | Texture module | M |
| 2 | 2 | Lightning module | C |
| 3 | 3 | Rotation module | C |

\*Weighting: M=must haves, C=can haves with prioritization 1-3, in which 1=high priority

# Concept

Prototype should represent few basic features of final product, for know prototype include in itself texture module, basic lightning module and positioning module.

Prototype based on the same system architecture as the final project, so you can check [Project charter](https://github.com/Opsy1169/computer_graphic/blob/master/docs/project_charter.docx) for a full information.

# Summary of Test Results

Reference to test concept

Different camera positions, different lightsource position, different obj files

All tests are passed.

# Conclusions

Consept is successfully developed

# Recommendations