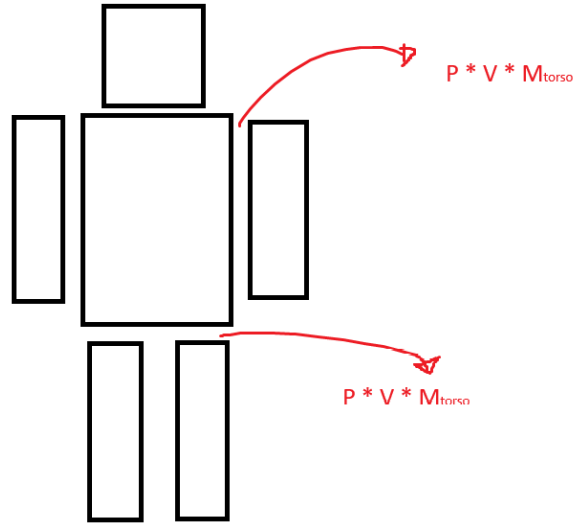
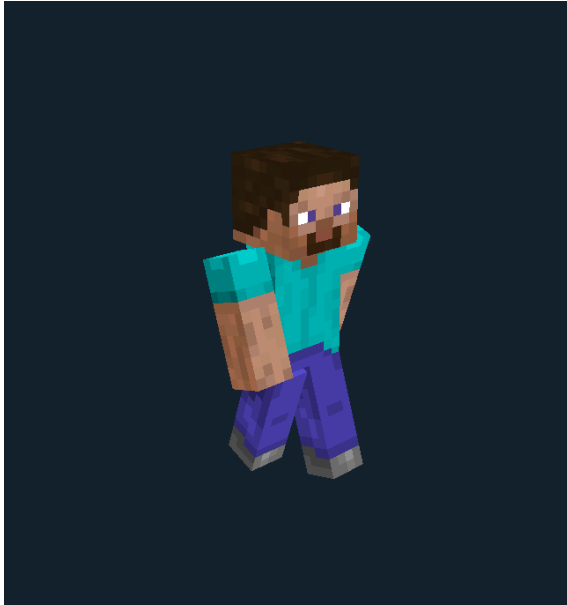


## Computer Graphics Report



Using VS 2022, with libraries: GLAD, GLFW, GLM, KHR, STB

Command:

- W/S to Zoom in/out
- Left click to pause animation
- Hold left click + drag to change the perspective

Functions:

- Camera.cpp  
a class to calculate perspective of camera to view the model  
call constructor, then in loop call `input(window)` and `camera.update(view_location)`  
view location is Uniform variable
- Texture.cpp  
a class to load and render texture  
call constructor, then use `.render()` function to use the texture
- Shape.cpp  
A class to load obj file  
call constructor, then call `.render()` to draw the object