12th April 2019

Work before this date:

Connect front end and back end via http requests.

Loading of teapot model using three – THREE object loader, blender, correct export format – Youtube video tips and tricks on blender teapot model.

Apply GLSL Shaders to the model as materials

Work today:

1. Resolve front-end teapot generation issue: asynchronous loading/rendering in Java script: by adding a loading manager to ensure data is loaded before rendering
2. Resolve back-end data corruption caused by http transfer on image by string manipulation and matching its original form (basically building my own parser) Final step to replace white spaces with plus