**API Versions**

Visual Studio 2022

Visual Studio Code 1.85.1

OpenGL 3.3

Open Asset Importer Library (assimp) 5.3

FreeImage 3.18.0

Blender 4.2

Photoshop 2024

**GitHub Code Repository**

https://github.com/Wmd2452/PORT1-RealTimeGraphics-St20231722

**Credits**

Dylan Dennis ST20231722

Paul Angel – Base Repository

**Issues List**

The renderUntexturedModels() function will assign a random mismatch of textures to every object after being cycled to the second time using the “TAB” key to switch render modes while in program.

Character model is loaded in the incorrect pose.