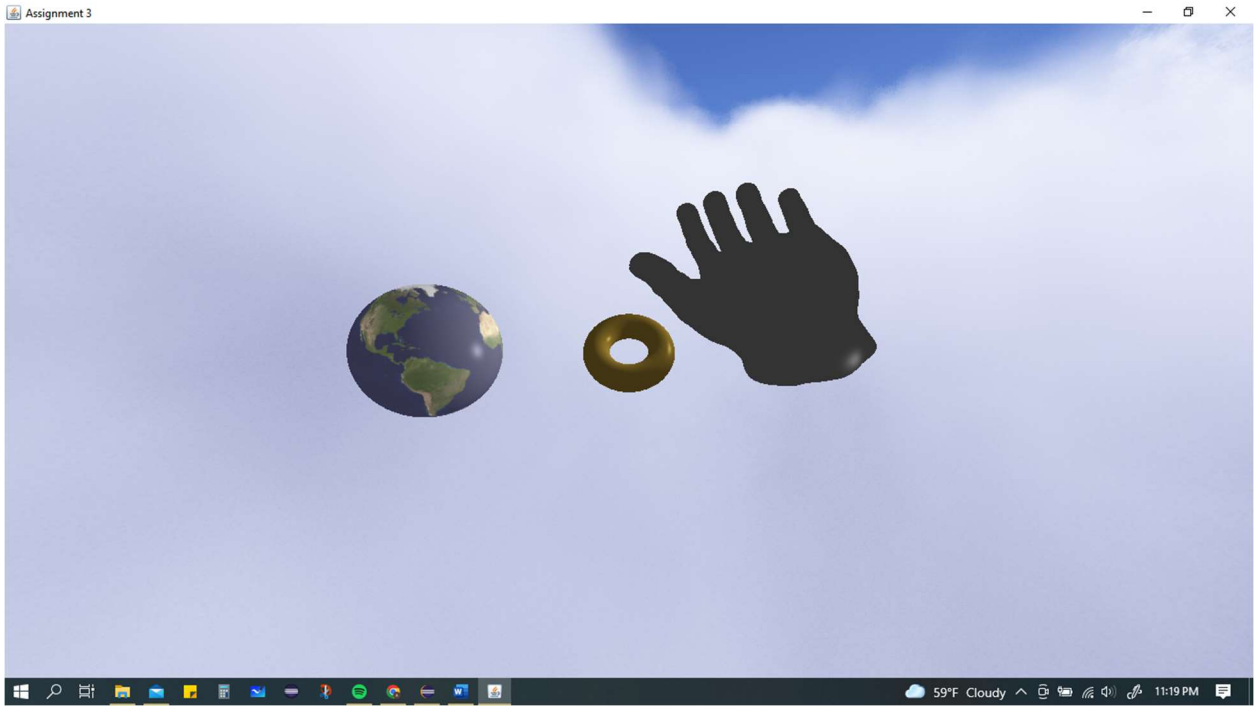
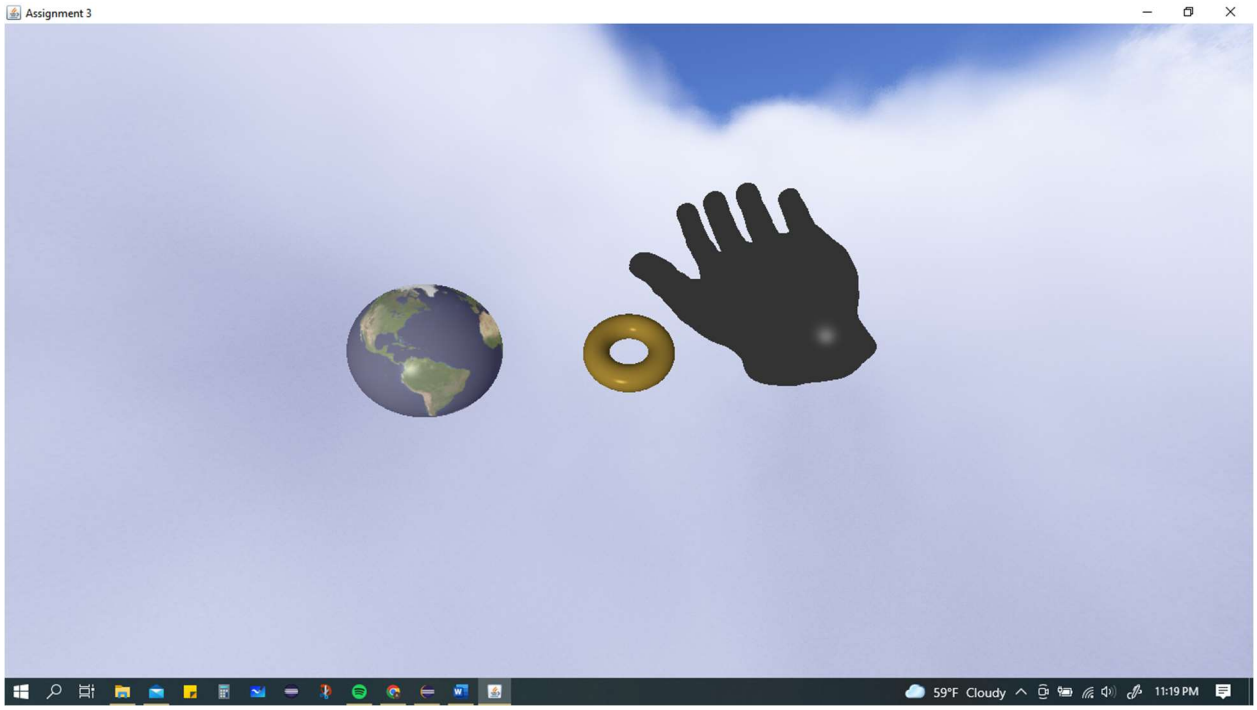
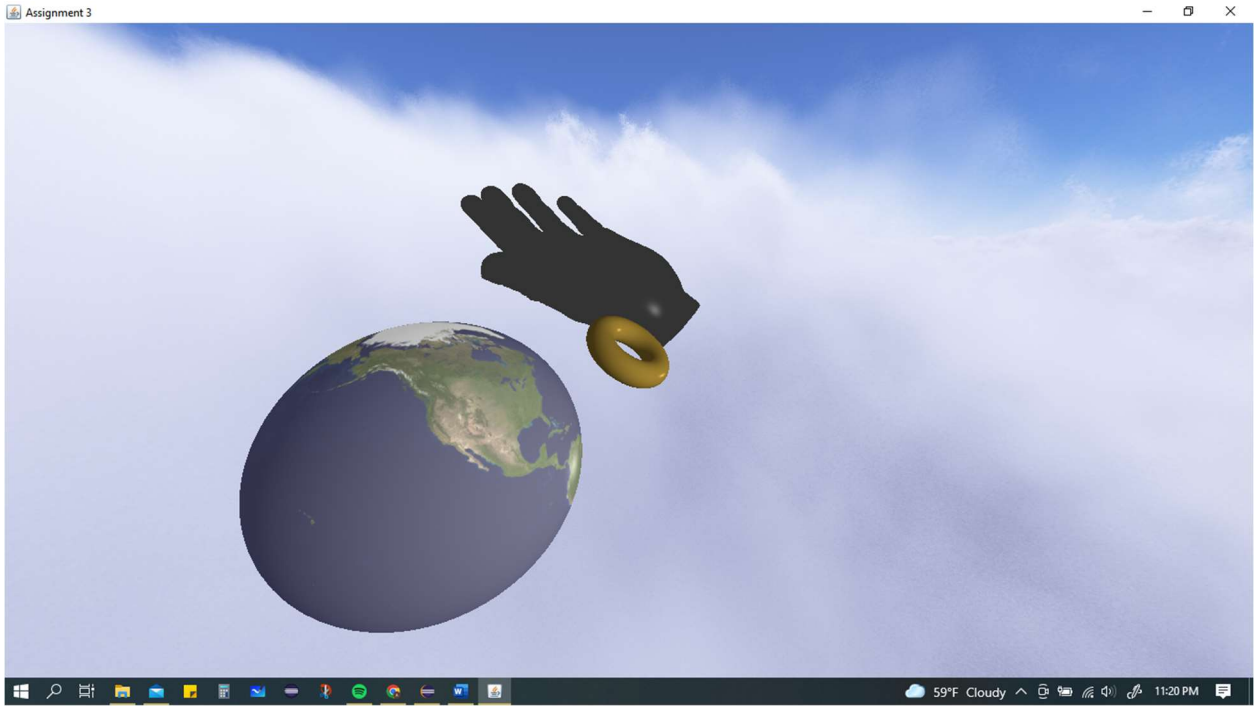
1. a screenshot of your running program, showing as many features as possible
    a. initial scene



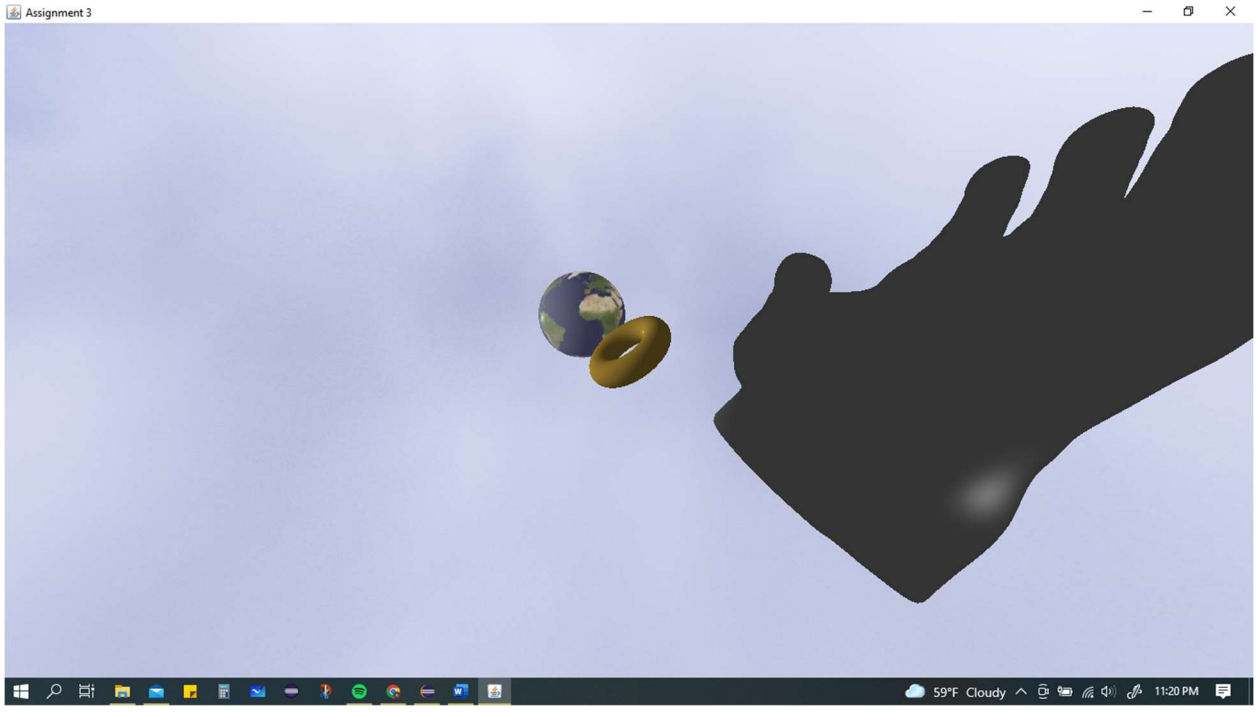
Moved positional light location



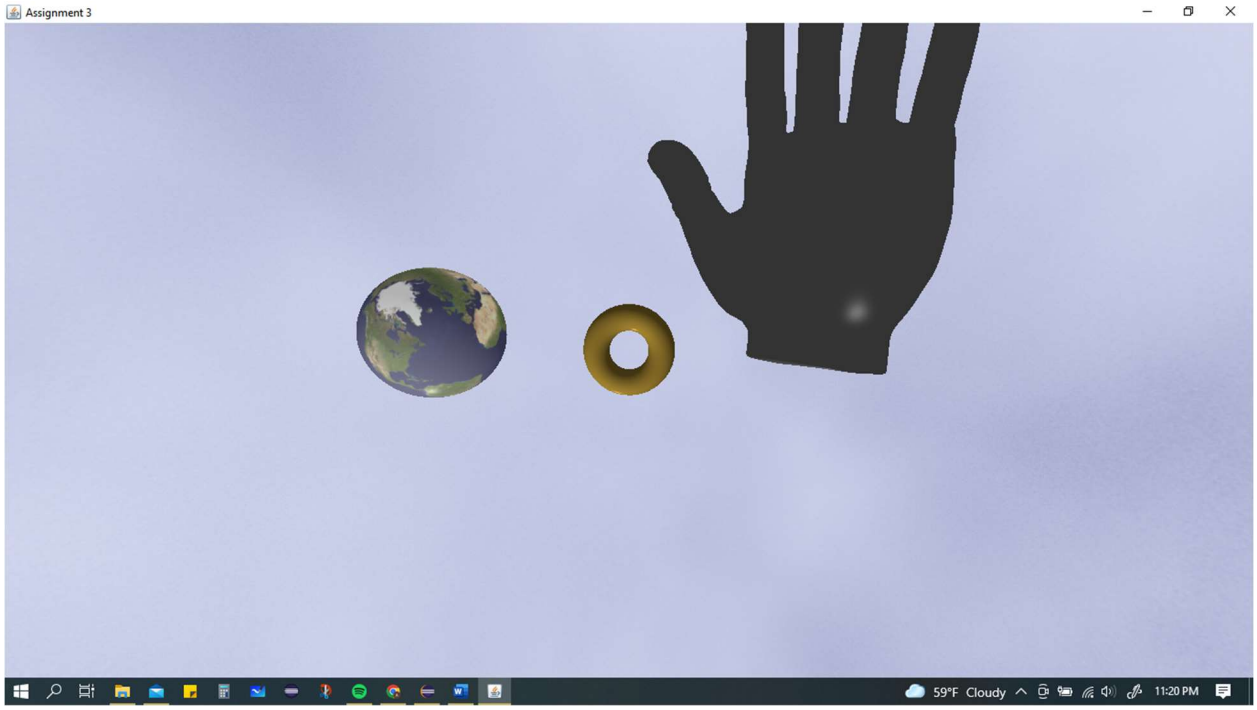
rotated around the scene to the left



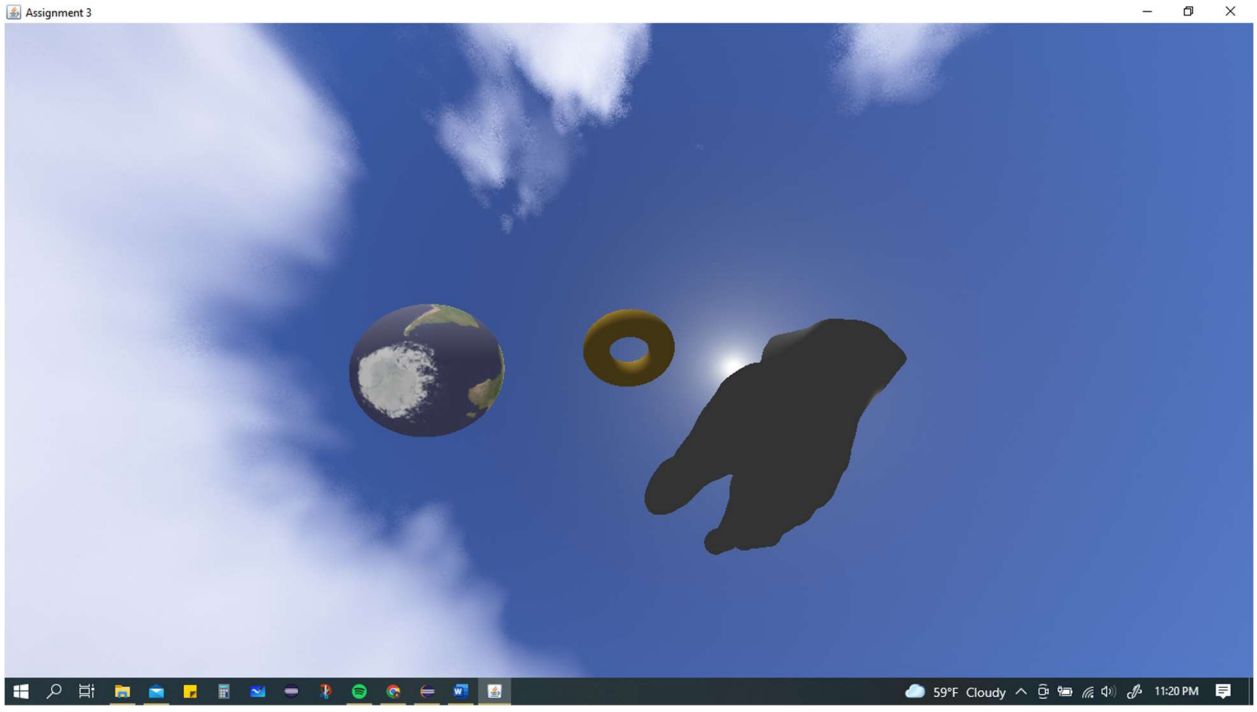
rotated around the scene to the right



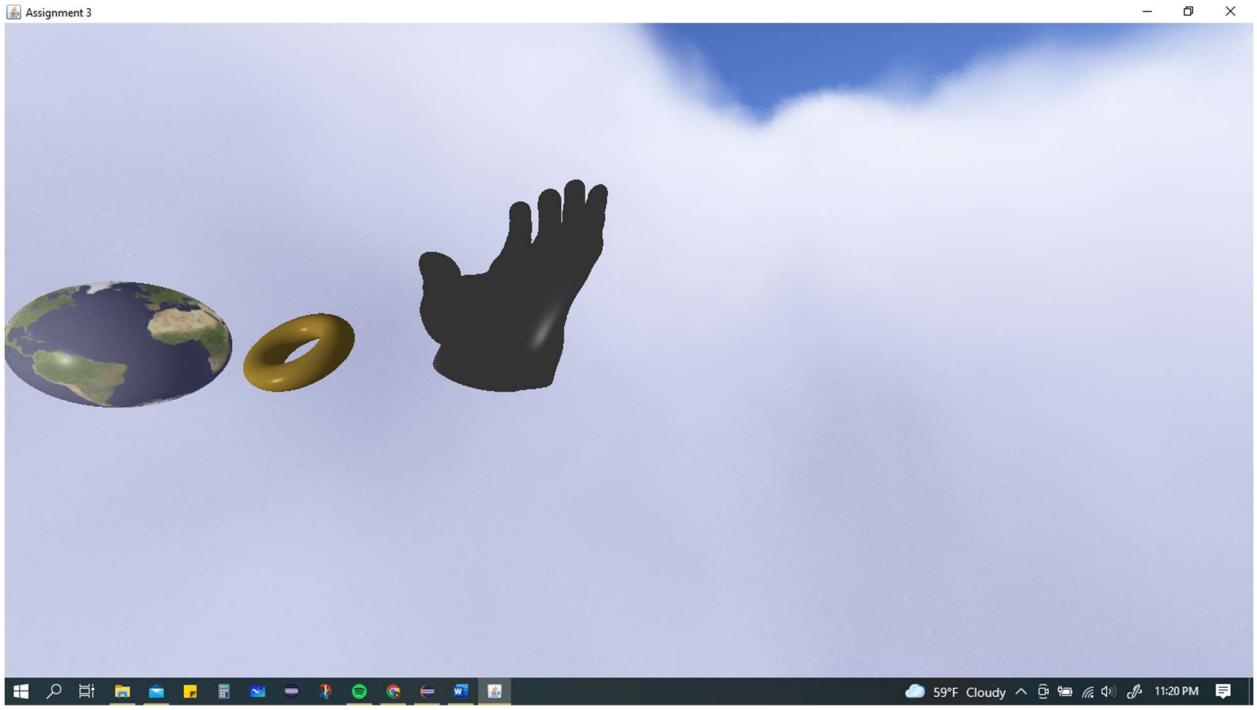
rotated around the scene top



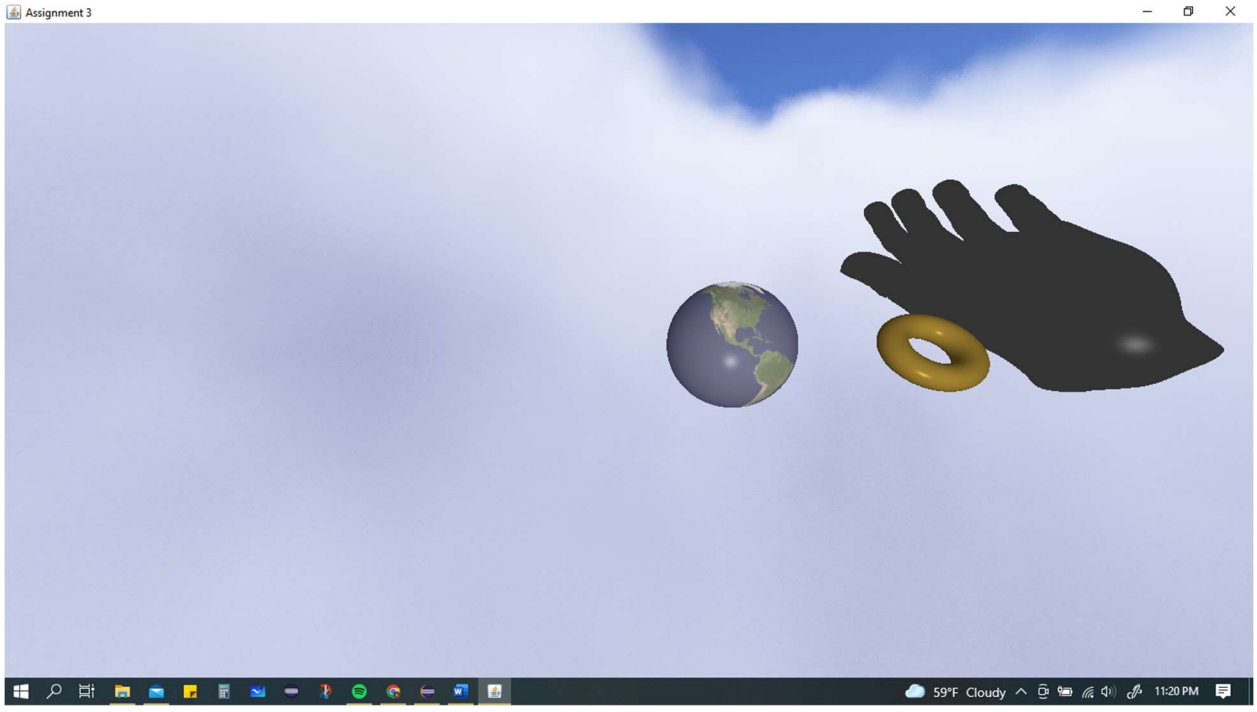
rotated around the scene under



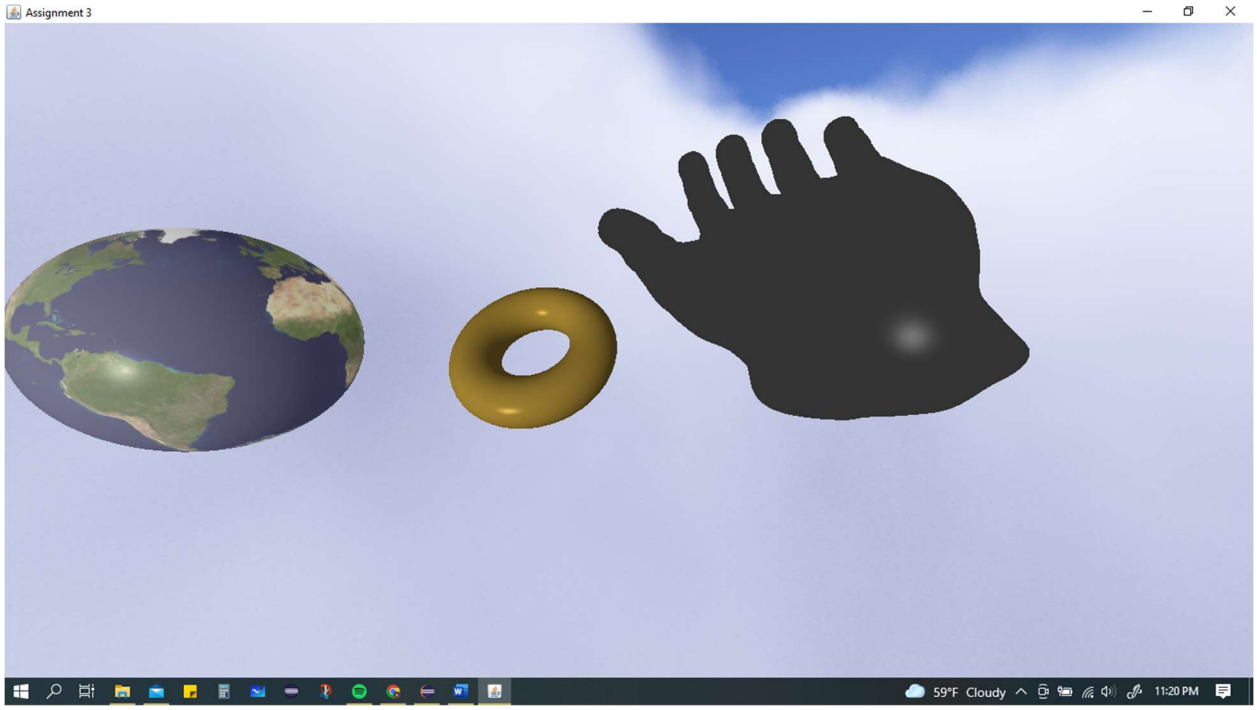
moved camera towards the right



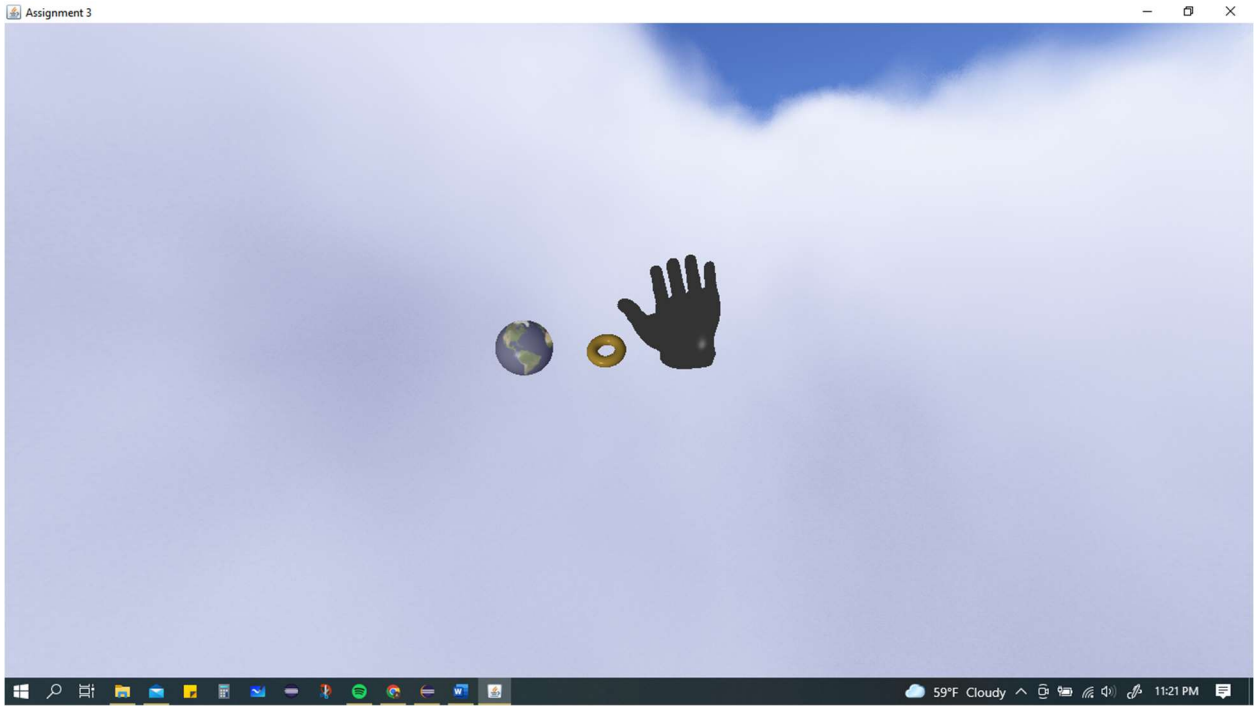
moved camera towards the left



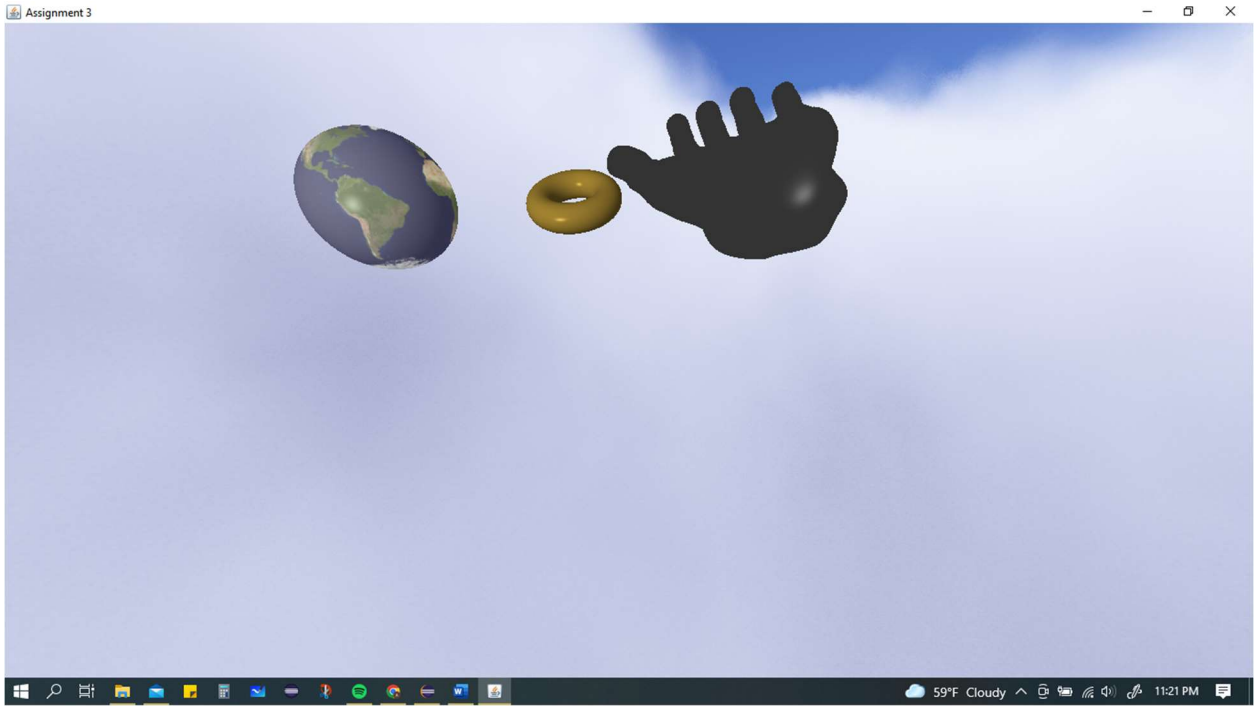
moved camera closer



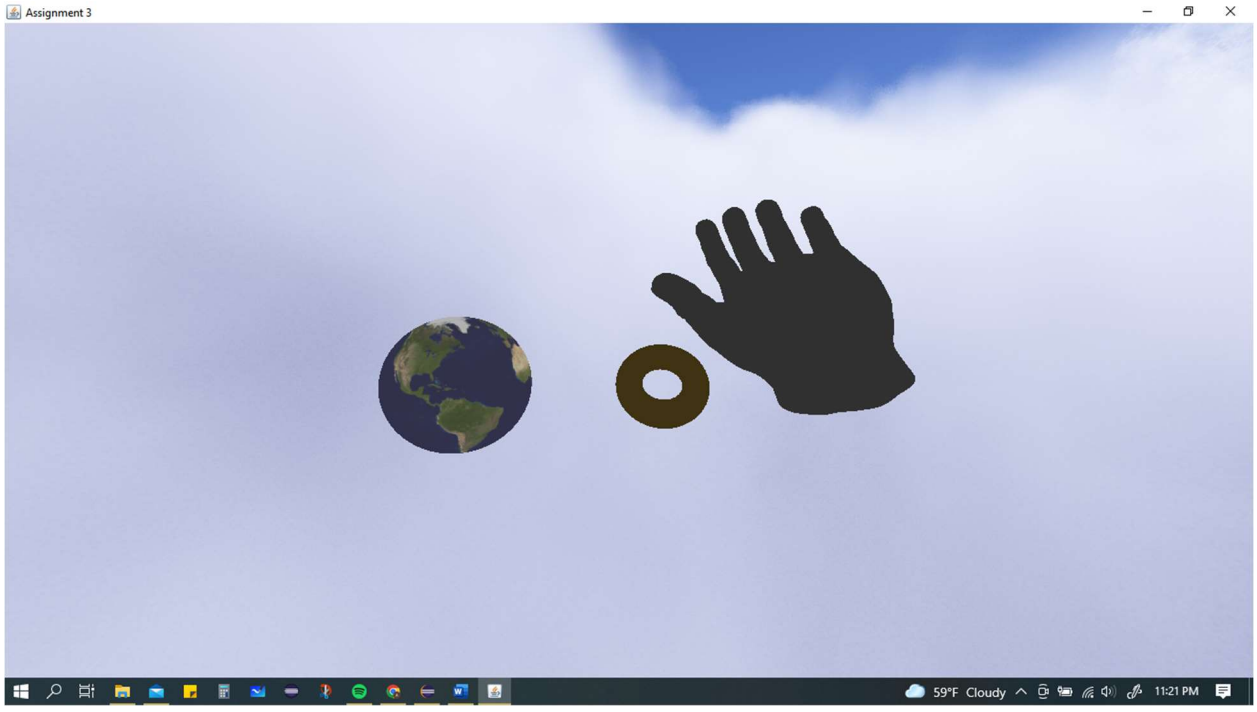
moved camera further



moved camera down



toggle positional light off with space bar



2. a description of your lighting – the types of light(s) and initial location(s)

I have one ambient light set to 2.0f, 2.0f, 2.0f at all times and a positional light initialiy set like shown in the first picture.

3. a list of controls for moving the camera

W, A, S, D, Q, E, up, down, left, right

4. a list of controls for moving the light

You can move the positional light around the scene by dragging the mouse

5. a list of which requirements you were NOT able to get fully working

Axes, yellow dot for light, the positional light is not completely meeting the reqs

6. source and licensing information for each texture and model that you used

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7. indicate on which RVR-5029 (remote) machine you tested your program

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