README

Please note the provided codes:

main.cpp => Starting the code, Calling the Renderer

Renderer.cpp => All the rendering function information

Renderer.h => Header file for Renderer.cpp

Object.h => Objects used in Renderer

Camera.h => Camera used for Renderer

Lighting.h => Lighting information used by Renderer

Shader.h => Links shader program to Renderer

Curve.cpp => Catmull-Rom curve information and control points. Here you make the changes.

Curve.h => Header files for Curve.cpp