CG400 Report
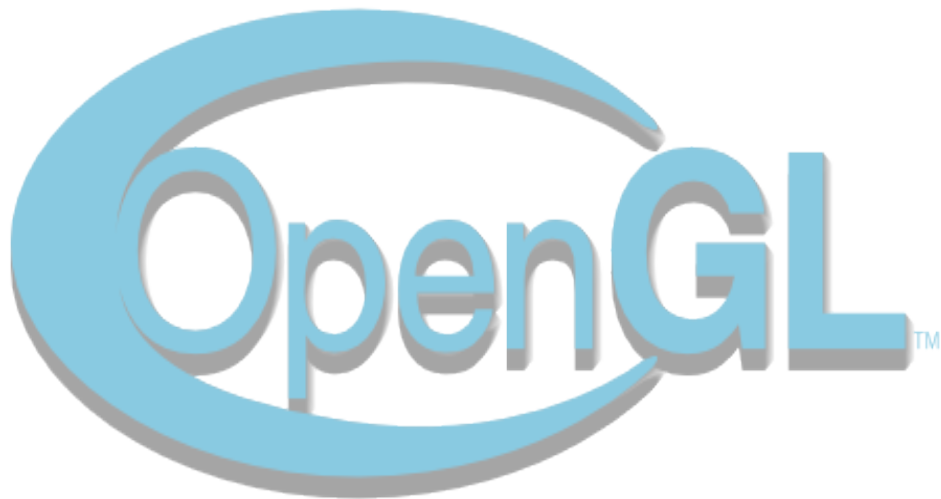## OpenGL Assignment

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OpenGL "Under The Sea" Assignment

Features Implemented

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Main Algorithms

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Objects Modelled and Surface Finishes

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External Tools

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Animation

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References

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