We would like to create a teapot that consists of several primitive geometric shapes. This will be laid out on a single canvas and be sitting on a flat surface. We will have a perspective projection that will be viewed through a camera. We will implement a feature to turn on and off the mesh of the teapot.

There will be a 'global' directional lighting source glaring on the teapot. We will have a texture for the teapot and one for the ground. The user will be able to rotate around the teapot using their mouse and use their keyboard keys to move the teapot.

Alongside the basic requirements, we are aiming to have shadows create a silhouette of the teapot on the ground. More so, we will use bump maps to distort the surface of the teapot. Lastly, we are going to have an animation lift the teapot and make it as if it is pouring its contents.

- Boston teapot
  - Canvas
  - Made up of several geometric shapes
  - Perspective projection
  - Camera
  - 2 3D mesh objects
  - One Directional lighting source
  - Two textures
    - One for the teapot
    - One for the ground
    - One for the mug
  - Two user interactions
    - One for rotating around the teapot
      - Mouse
    - One for panning the camera
      - Keyboard
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- Additional Requirements
  - Shadows
    - Mug silhouette on the ground
    - Teapot silhouette on the ground
  - Bump Maps
    - Distort the surface of the mug
    - Distort the surface of the ground
  - Animation
    - Lifting the teapot to look like its pouring (into a cup)