Project #3
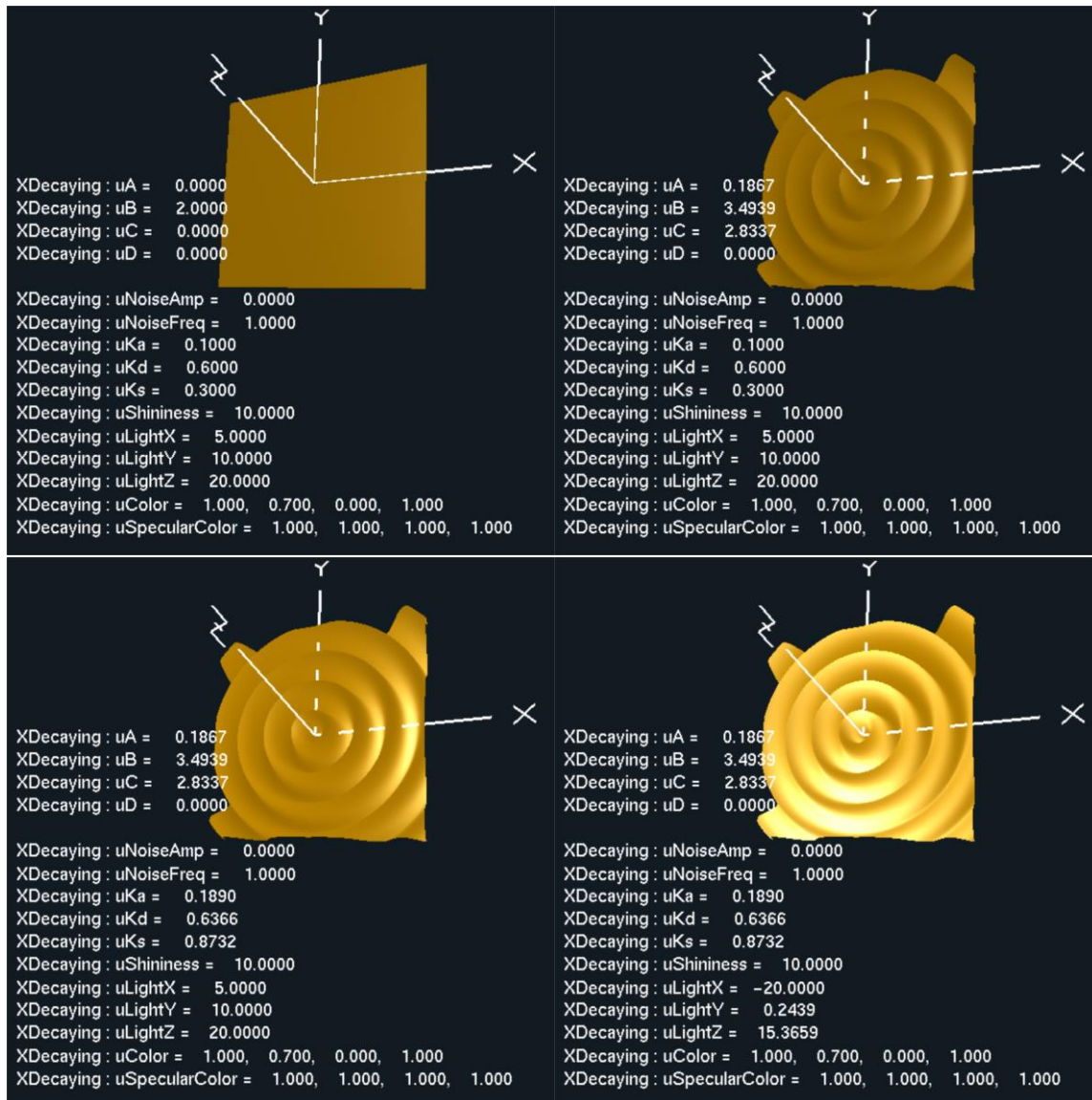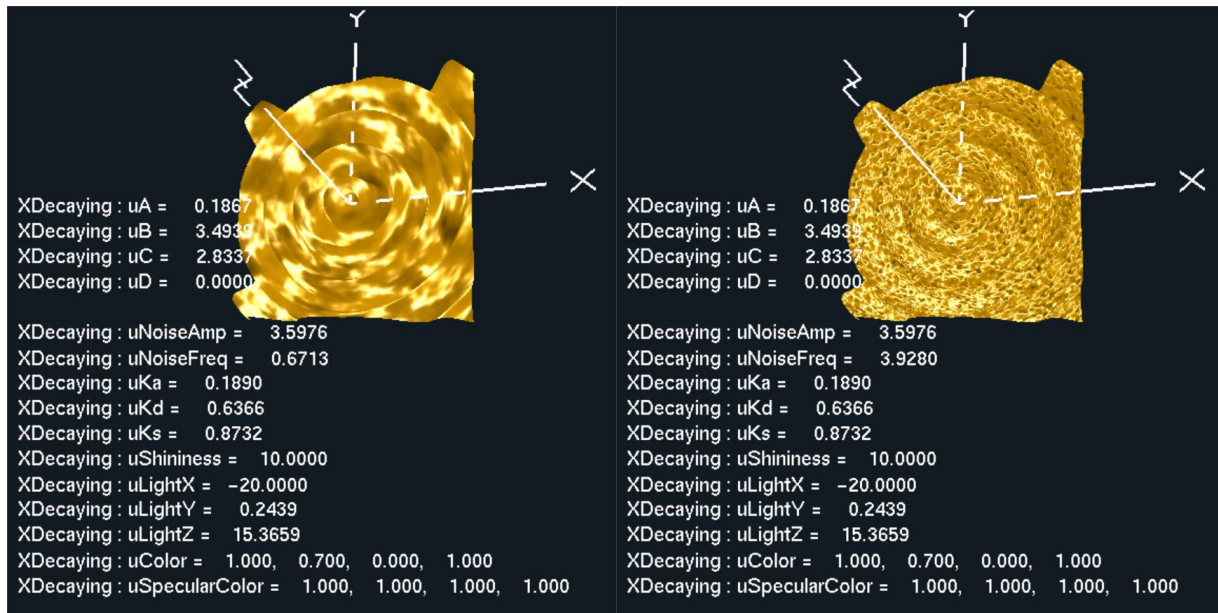
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I have done the extra credits which decays in a radius around a center point.

Use dz/dr * dr/dx to compute dz/dx. So does in dz/dy.

Left image:

```
XDecaying : uA =      0.1867
XDecaying : uB =      3.4939
XDecaying : uC =      2.8337
XDecaying : uD =      0.0000

XDecaying : uNoiseAmp =    3.5976
XDecaying : uNoiseFreq =    0.6713
XDecaying : uKa =    0.1890
XDecaying : uKd =    0.6366
XDecaying : uKs =    0.8732
XDecaying : uShininess =   10.0000
XDecaying : uLightX =  -20.0000
XDecaying : uLightY =    0.2439
XDecaying : uLightZ =   15.3659
XDecaying : uColor =   1.000,   0.700,   0.000,   1.000
XDecaying : uSpecularColor =   1.000,   1.000,   1.000,   1.000
```

Right image:

```
XDecaying : uA =      0.1867
XDecaying : uB =      3.4939
XDecaying : uC =      2.8337
XDecaying : uD =      0.0000

XDecaying : uNoiseAmp =    3.5976
XDecaying : uNoiseFreq =    3.9280
XDecaying : uKa =    0.1890
XDecaying : uKd =    0.6366
XDecaying : uKs =    0.8732
XDecaying : uShininess =   10.0000
XDecaying : uLightX =  -20.0000
XDecaying : uLightY =    0.2439
XDecaying : uLightZ =   15.3659
XDecaying : uColor =   1.000,   0.700,   0.000,   1.000
XDecaying : uSpecularColor =   1.000,   1.000,   1.000,   1.000
```

Link: https://media.oregonstate.edu/media/t/0_5ajc8vrm