

# CmpE 460 : Computer Graphics

## Project 3 - Utah Teapot

### Transforms Applied:

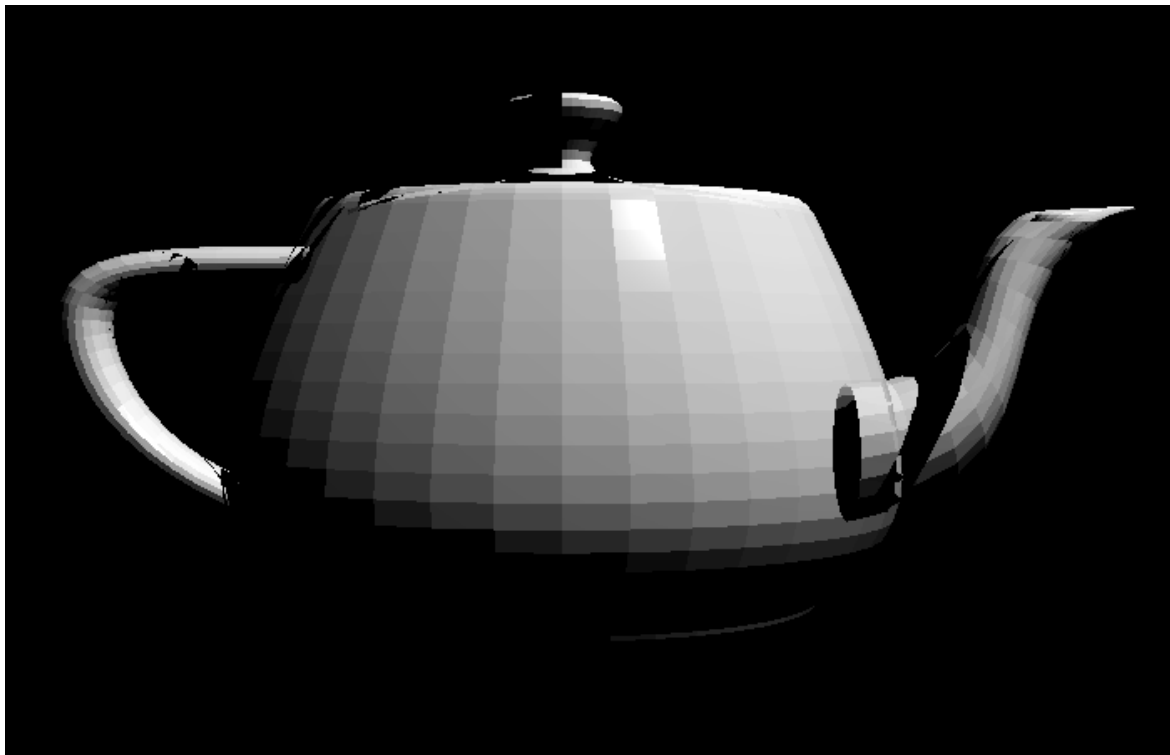
- Rotate around the x-axis by -90 degrees.
- Scale by 40.
- Translate by -50 in the y-axis and -300 in the z-axis.

### Running:

Either run “run.sh” file or type

“`c++ -std=c++11 -o teapot -O3 teapot.cpp`” and “`./teapot`”

### Output:



You can see the specular shading on one of the squares and self shadowing on the spout.