This program implements a height map transformation. The program takes in a

2-dimensional jpeg image as input, and produces a 3d representation of that

image. The image is set on a z by x plane, and the height (y) is determined by

the grayscale color of each pixel in the original jpeg.

This program allows for several user enabled functions:

To rotate the height map: click and drag

To scale the height map: hold shift, click, and drag

To translate(move) the height map: hold control, click, and drag

To manipulate the rendering style:

press (2) to render by triangles

press (3) to render by points

press (4) to render by lines

To take a screenshot, press 1.

The height map’s color is a gradient with an RGB value proportional to the x, y,

and z coordinates.