

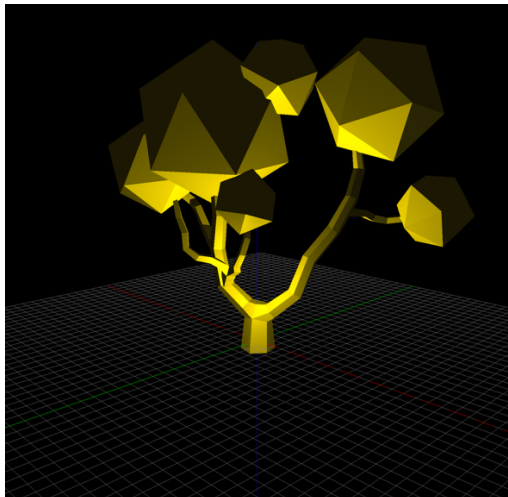
Project 2: Obj Viewer

Implementation

- Implemented the following:
 - Gray grid and xyz axis (from project 1)
 - Camera manipulation with mouse (left mouse button) drag movement. (from project 1)
 - Orbit (alt)
 - Pan: (shift+alt)
 - Zoom: (ctrl+alt)
 - Opens and displays obj file by drag-and-drop to viewer window
 - Prints the obj file name, total number of faces, and faces with three, four, and more than four vertices in the terminal
 - Support for opening and displaying multiple obj files while another file is being rendered
 - Newly added files are loaded +2 units along x-axis
 - Support for polygons of varying vertex counts
 - Rendering all objects with Phong illumination and shading.

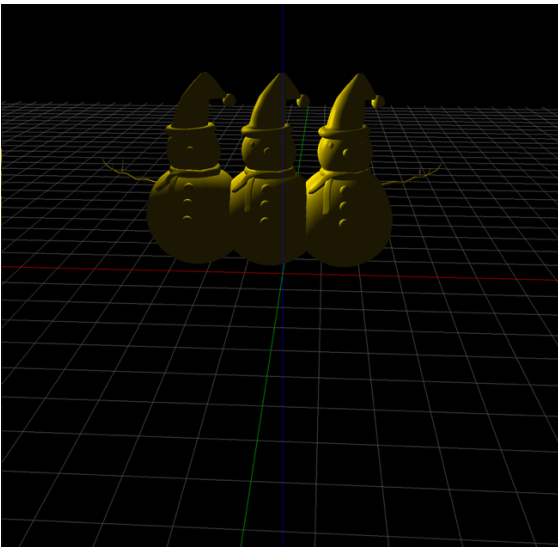
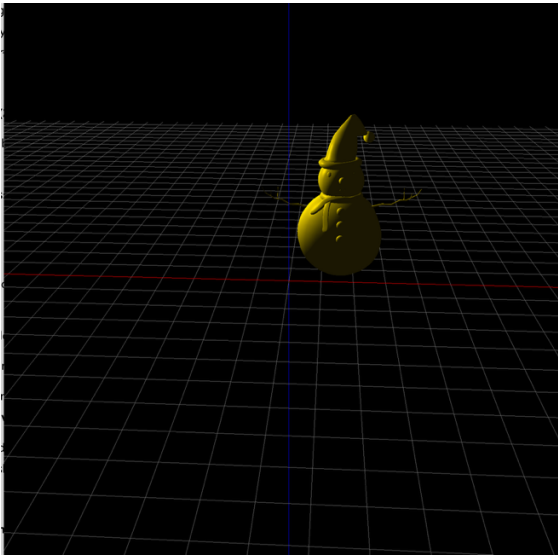
Program

1. Dragging an obj file (with terminal output)



```
Object File Name: Lowpoly_tree_sample.obj
Total # of Faces: 312
# of Faces with Three Vertices: 124
# of Faces with Four Vertices: 188
# of Faces with More than Four Vertices: 0
```

2. Opening Multiple OBJ Files



Object File Name: snowman.obj
Total # of Faces: 9898
of Faces with Three Vertices: 700
of Faces with Four Vertices: 9197
of Faces with More than Four Vertices: 1

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