CIS 410/510: Project #7A
Due November 19th, 2015
(which means submitted by 6am on November 20th, 2015)
Worth 11% of your grade

Assignment:
1) Download file proj7.vtk.
2) You will write a VTK program. The program should have one render window
   & 4 renderers, in a 2x2 layout.
   a. Renderer #1 should cover viewpoint X:0->0.5, Y: 0->0.5. It should
      contain an isosurface of the variable hardyglobal with isovalues 2.5
      and 5.0. You can color this however you like.
   b. Renderer #2 should cover viewport X:0->0.5, Y:0.5->1.0. It should
      contain two slices of the variable hardyglobal. It should use the
      rainbow colormap, which is the default colormap.
   c. Renderer #3 should cover viewport X:0.5->1.0, Y:0->0.5. It should
      contain hedgehog glyphs of the variable grad. You can choose the
      density and colors
   d. Renderer #4 should cover viewport X:0.5->1.0, Y:0.5->1.0. It should
      contain streamlines of the variable grad. Use RK4 for integration. The
      seed locations should be in a line from (-9, 0, 0) to (9, 0, 0). There
      should be 19 total seeds, meaning they should cover each integer.
3) Upload your source code and a screenshot of it working to Canvas.