Understanding of output:

The output explains the changes that have been made to the skeleton codes for an assignment. The modifications include the addition of a third-party .obj file loader named OBJ_Loader.h file that reads in complicated models and passes a Vector named TriangleList with corresponding normal and texture coordinates. The loader also loads the texture related to the model. Additionally, a new Texture class has been introduced to generate textures from images, and an interface has been defined to check texture colors. Another modification is the introduction of a header file called Shader.hpp, which defines fragment_shader_payload that includes parameters for Fragment Shader. The main.cpp file now has three Fragment Shaders, including fragment_shader (shader using normal) and two shaders that need to be implemented. The main rendering pipeline starts with rasterizer::draw(std::vector<Triangle> &TriangleList), followed by some transformations.

Outputs: