**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:**

A white cow on a black background

Description automatically generated with medium confidence

A picture containing darkness, black, black and white, monochrome

Description automatically generatedA picture containing toy, cartoon

Description automatically generatedA picture containing black and white, black, darkness, monochrome

Description automatically generatedA rainbow colored giraffe toy

Description automatically generated with low confidence