

I did [Bonus 3 points] Load more models.

The brief description of each function:

1. `get_projection_matrix()`: the same as the previous project with -z axis as the implementation.
2. `phong_fragment_shader()`: use the bling-phong reflection model $L=L_a+L_d+L_s$ to compute the shader.
3. `texture_fragment_shader()`: map the texture coordinates u,v to texture colors and call `getColor()` function to render the color.
4. `rasterize_triangle()`: interpolate each triangle's z-axis, color, `texture_coord`, normal and `set_pixel` of the color to the point.

photos:











