

3D Project submission

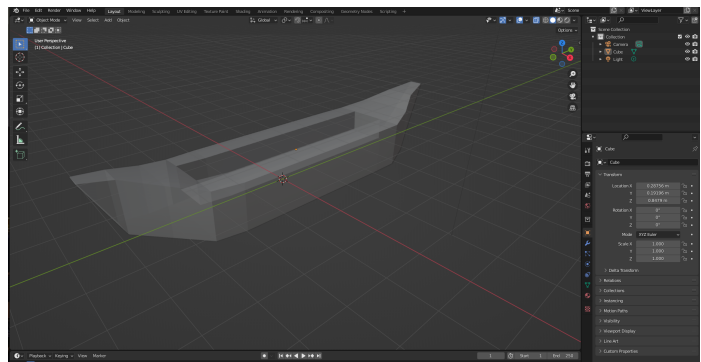
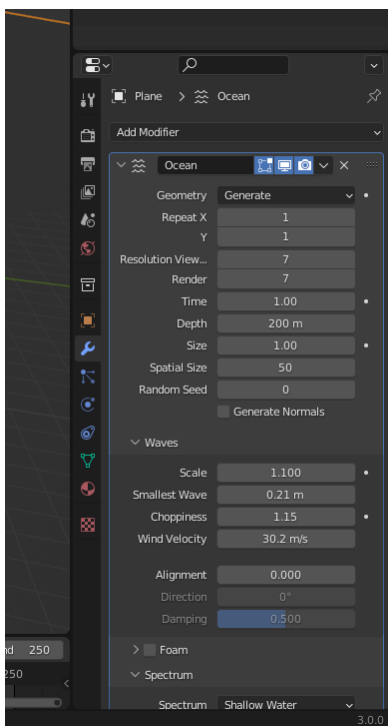
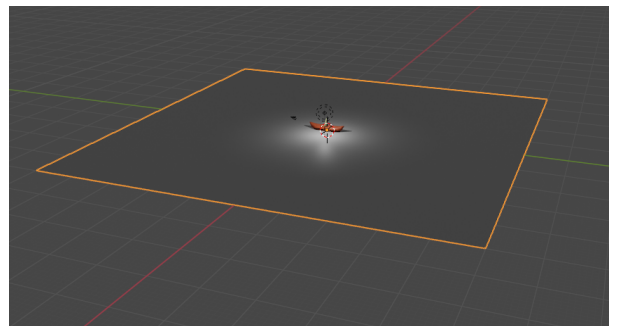
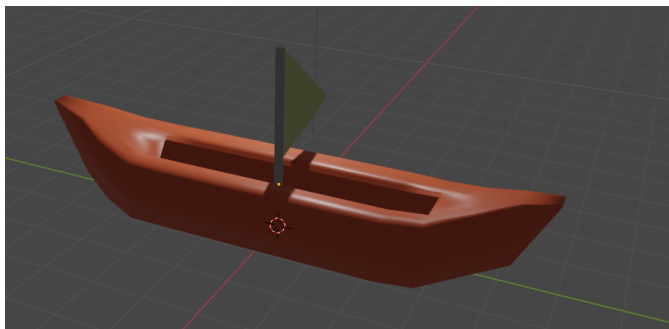
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Source Code for boat model can be found here →
<https://github.com/michaelbagdazian/3DProjectBoat>

Source code for Shader requirement →
<https://github.com/michaelbagdazian/OpenGL3dprojectShader>

*Requires Vm set up used in course

3D Boat Scene using Blender



After Modeling the Boat scene in blender I utilized this tutorial to display the scene in an OpenGL program:
<https://github.com/WHKnightZ/OpenGL-Load-Model>

Shader Requirement:

Adapted Professor's triangle template to change color + shape.

