

CPSC591 - Assignment 2
NAME: Brian Yee
UCID: 00993104
USERNAME: bgyee
TUTORIAL: T01

=== 1. EXECUTION: ===

Enter this command to compile and execute the program:
./run

=== 2. PROGRAM USE: ===

To modify a variable value, press and hold the appropriate hotkey below.

'1' - Load bunny.ply

'2' - Load dragon.ply

'3'/'4' - Load the previous/next texture

The textures appear in this order:

"/textures-256-256/material-fig11/fig-11b.png"
"/textures-256-256/material-fig11/fig-11c.png"
"/textures-256-256/material-fig11/fig-11d.png"
"/textures-256-256/silh-bcklig-fig10/fig-10b.png"
"/textures-256-256/silh-bcklig-fig10/fig-10c.png"
"/textures-256-256/silh-bcklig-fig10/fig-10d.png"
"/textures-256-256/toon-fig7/fig-7b.png"
"/textures-256-256/toon-fig7/fig-7c.png"
"/textures-256-256/toon-fig7/fig-7d.png"

== 3. ALGORITHMS and DESIGN DECISIONS: ==

The attribute-based mapping rendering equation is implemented in the
'mesh.frag' shader.