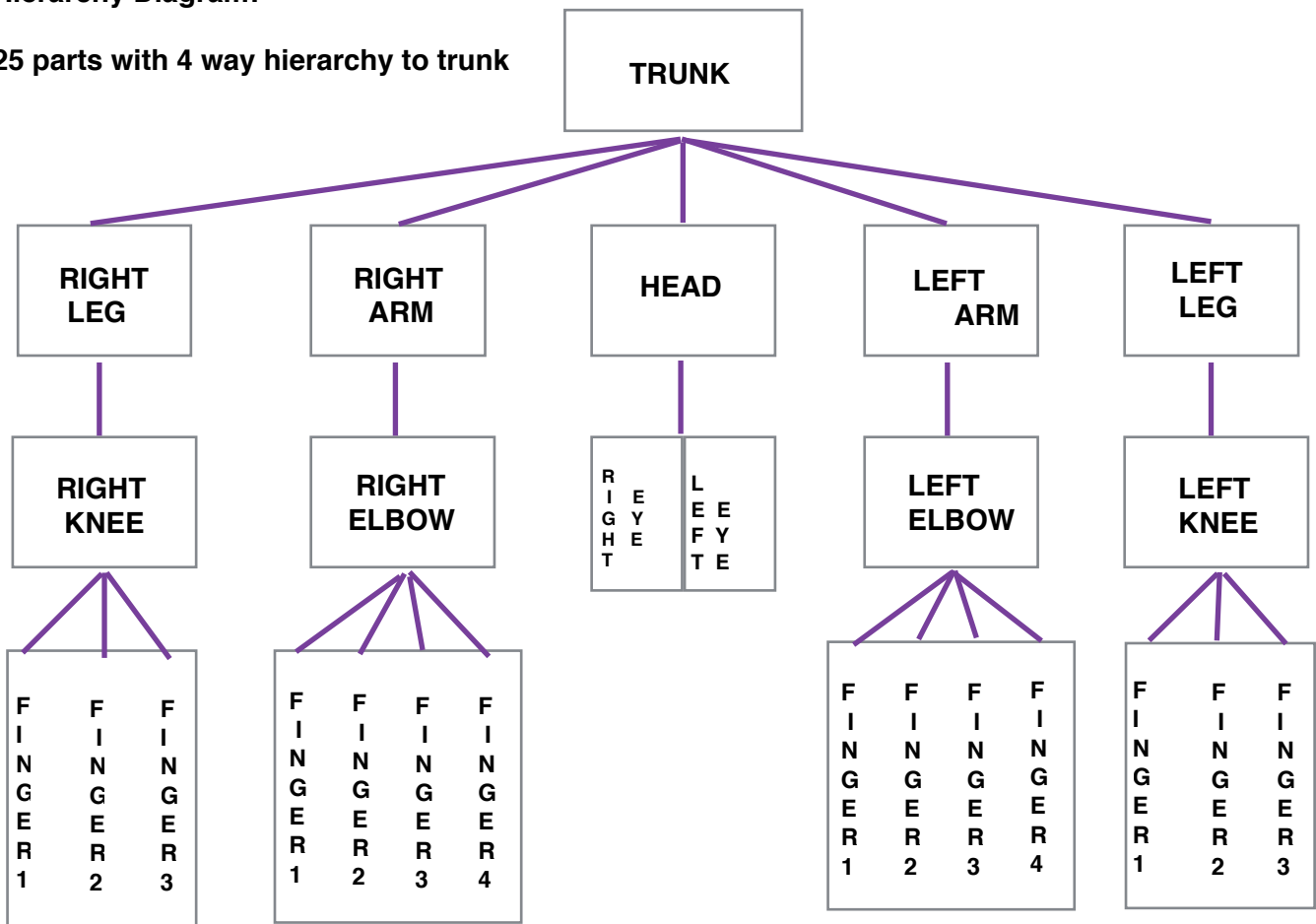


This project includes **Hierarchical** transformations, basic **light shader** and **uniform** colour variable to change final colour of the shader.

**Hierarchy Diagram:**

25 parts with 4 way hierarchy to trunk



- Initial light is present at -0.5773, 0.5773, 10.0. To move the light press 'k', 'l', 'i'
- Initial colours of the hierarchy is set to the varying colours. To see the colour uniform in action, press 'c' then press the respective 'r', 'g', 'b' key binding to increase the brighten the object accordingly

**KEYBINDINGS**

<b>w</b> -Translate Object (Z+)	<b>r</b> - Increase RED	<b>f</b> - Reduce frame speed	<b>k</b> - Move Light (Z+)
<b>a</b> -Translate Object (X-)	<b>g</b> - Increase GREEN	<b>F</b> - Increase frame spee	<b>K</b> - Move Light (Z-)
<b>s</b> -Translate Object (Z-)	<b>b</b> - Increase BLUE		<b>l</b> - Move Light (X+)
<b>d</b> -Translate Object (X+)	<b>R</b> - Decrease RED		<b>L</b> - Move Light (X-)
<b>x</b> - Rotate Object (X)	<b>G</b> - Decrease GREEN		<b>i</b> - Move Light (Y+)
<b>y</b> - Rotate Object (Y)	<b>B</b> - Decrease BLUE		<b>I</b> - Move Light (Y-)
<b>z</b> - Rotate Object (Z)	<b>c</b> - Make object BLACK		
<b>X,Y,Z</b> for inverse rotation	<b>C</b> - Restore initial colors		