

1 Datasets

1. <https://github.com/niessner/Matterport>
 - Location to set

2 Sources

1. PyOpenGL Tutorial(Modern OpenGL)
2. VTK Tut

3 Dependencies

1. Trimesh(Tentative)
2. PyGame
3. PyOpenGL
4. PyOpenGL_accelerate
5. Pyrender(Tentative)