

CS 6610 : ICG Assignment 3

1.What you implemented

Rendered a teapot and applied Blinn Shading and lighting.

2.How to use your implementation.

I used Xcode with GLEW and GLFW to run the program. I used OpenGL 4.1 and GLSL 3.3

3.What operating system and compiler you used

macOs and Clang

4.External libraries and additional requirements to compile your project.

None



