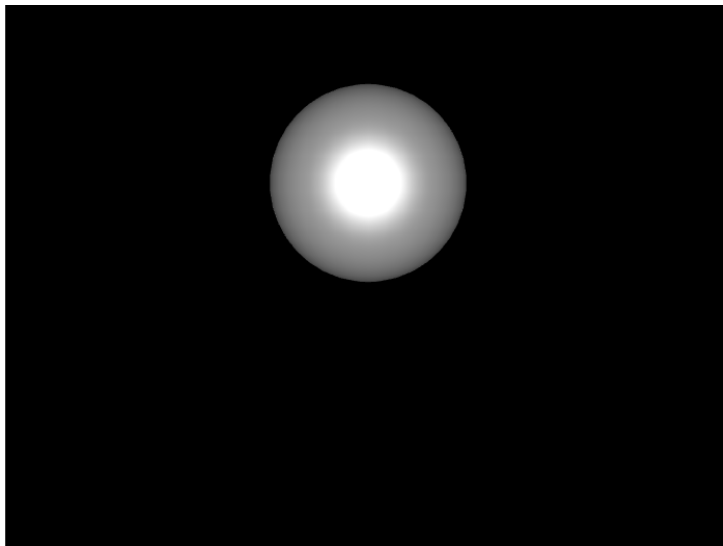Readme of RT Rendering Lab3:

1. How to use the program:



**- Control your light**

| Move Forward | Move Backward | Move Left | Move Right | Move Up | Move Down | _____ **Ambient** _____ **Diffuse** _____ **Specular** 3.0 | Set Shininess |

**- Control your camera**

| Move Forward | Move Backward | Move Left | Move Right | Move Up | Move Down | Look Left | Look Right | Look Up | Look Down | Look Clockwise | Look Counter Clockwise |

a. Move the light by clicking the buttons under the title "Control your light"

b. To move the light, you can press:
   F/ B: forward, backward
   L/ R: left, right
   Or conventional WSAD keys
   Space/ C: upward, downward

c. You can control the each light component by setting the color input under the title "Control your light"

d. You can control the shininess by type in the value and press "Set Shininess" button under the title "Control your light"

e. You can also move the camera around to see in different position
   By pressing by clicking the buttons under the title "Control your camera"
   U/ J: forward, backward
   H/ K: left, right

f. You can rotate the camera around to see in different angle
   By pressing by clicking the buttons under the title "Control your camera"
   Up/ Down Arrow: local X axis
   Left/ Right Arrow: global Y axis

2. Lists which browser/OS you developed your code on (just in case)

Chrome/ Win10