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The following files are included as part of this project

1. index.html
2. rasterize.js

On opening the index.html you can operate on the rendering with the necessary interactions.

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The parts completed as part of this assignment are as follows:

- Part 1: Render the input triangles and ellipsoids, textured but without lighting
- Part 2: Render the input triangles and ellipsoids, textured with lighting
- Part 3: Render with texture, lighting and transparency
- Part 4: Render with texture, lighting, transparency and depth sorting

Part 4 is incomplete, as some issues are present while rendering the models iteratively.

Directions:

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Open the index.html file to load the rendered output into the browser.

The following interactions are possible on key press:

Arrow Keys - for selecting the model(ellipsoids and triangles)

Key W - To move the group of models out of the screen

Key A - To move the group of models left of the screen

Key S - To move the group of models into the screen

Key D - To move the group of models right of the screen

Key B - To blend all the objects with alpha value