**README**

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Platform: Mac

**Overview:**

This program is about to generate a 3D heightmap from a JPEG image and pass the file name as an argument to command line.

**Building :**

1: Make

• Navigate to the "hw1-starterCode" folder and type "make." To remove the build directory.

2: Visual Studio

• The development was on mac so did not use Visual studio. .

**Running :**

In order to run the application, a single command line argument (the path to a JPEG file) must be specified when the program is run. The default mesh is triangle so we run the program a triangle mesh build up. The full list of commands are listed below.

• 1: Triangle Draw Mode: Draws the mesh as grayscale triangles.

• 2: Wireframe Draw Mode: Draws the mesh as a Purple wireframe.

• 3: Point Draw Mode: Draws the mesh as a series of white points.

• x: Take screenshot

• q: Start animation

• T: Translate the mesh (dragging)

• Shift: Scale the mesh

• Other key: Rotate the mesh

• Escape: Terminate the program.

Animation is saved in Recording folder.

The starter code for this project was provided by Dr. Jernej Barbic, PhD.