Requirements

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1. Interface UI

Overview:

The interface shall have multiple viewports rendering a single scene. Whenever a user edits any object in the scene it shall update on all viewports respectively. The different viewports will be defined as, the Full View, Front View, Side View and Scene View. The interface shall have a tools navigation with a Create, Load, View and Edit option.

* 1. Hosted

The Editor site shall be hosted on omega.uta.edu/~trd7801/cse4391/index.html. It shall have a landing page describing the process and how the editor will function.

* 1. Canvas Viewports

TODO

* 1. Tools Navigation

TODO

1. Creating an Object

Overview:

TODO

* 1. Creating a Sphere

When the user selects Sphere from the select menu TODO

* 1. Creating a Box

TODO

* 1. Creating a Cylinder

TODO

* 1. Creating a Torus

TODO

1. Loading an Object

Overview:

TODO

1. Viewing Objects

Overview:

TODO

1. Editing Objects

Overview:

TODO