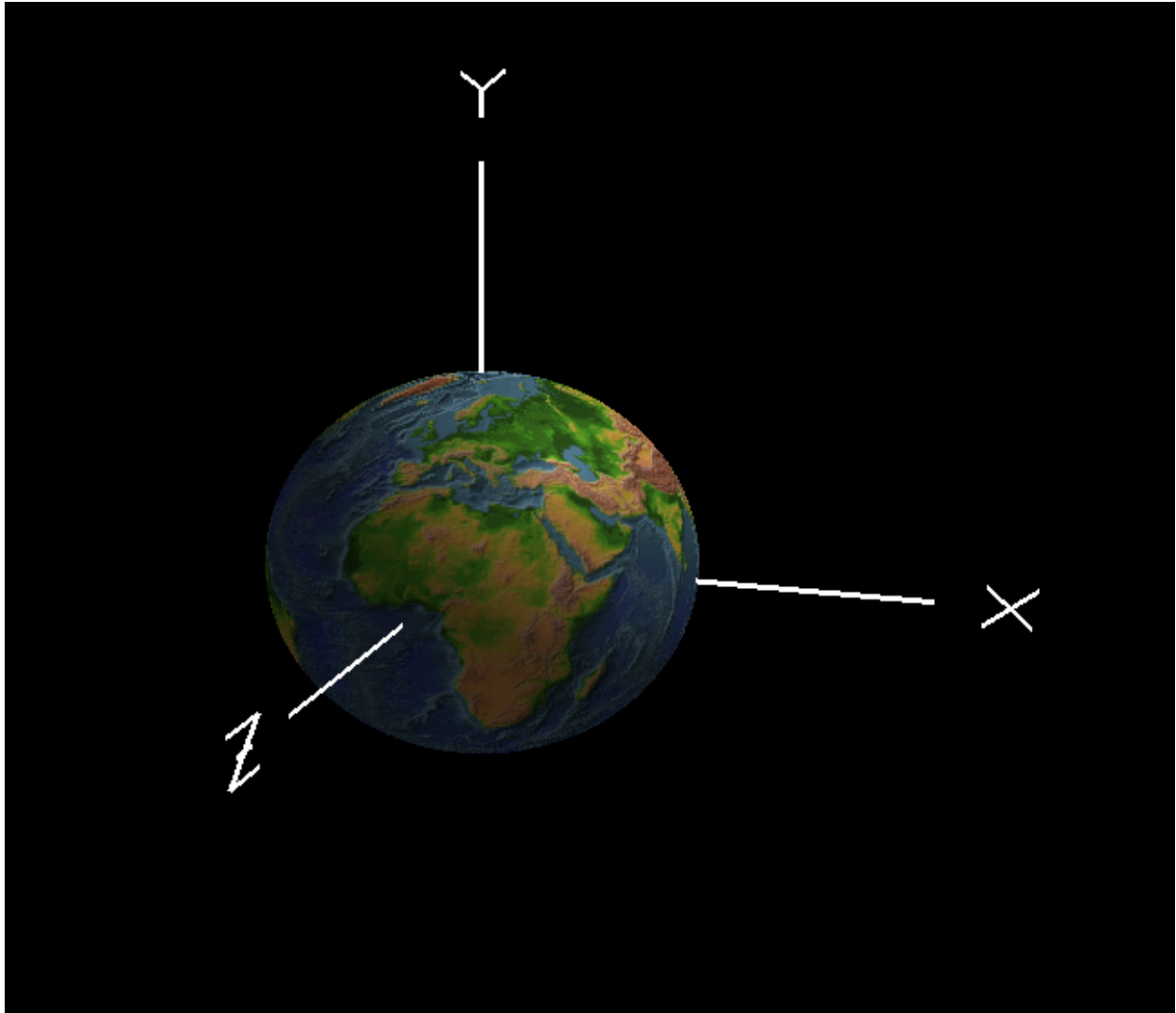


Project #5



I was able to reuse the lightning from previous projects which was helpful. I already had a function template to load objects and osu shapes so i was able to copy those and alter them as needed, add material and then make a helper function to load the texture bindings in initgraphics. Then a switch statement for changing the object in display.

[Video Link](#)