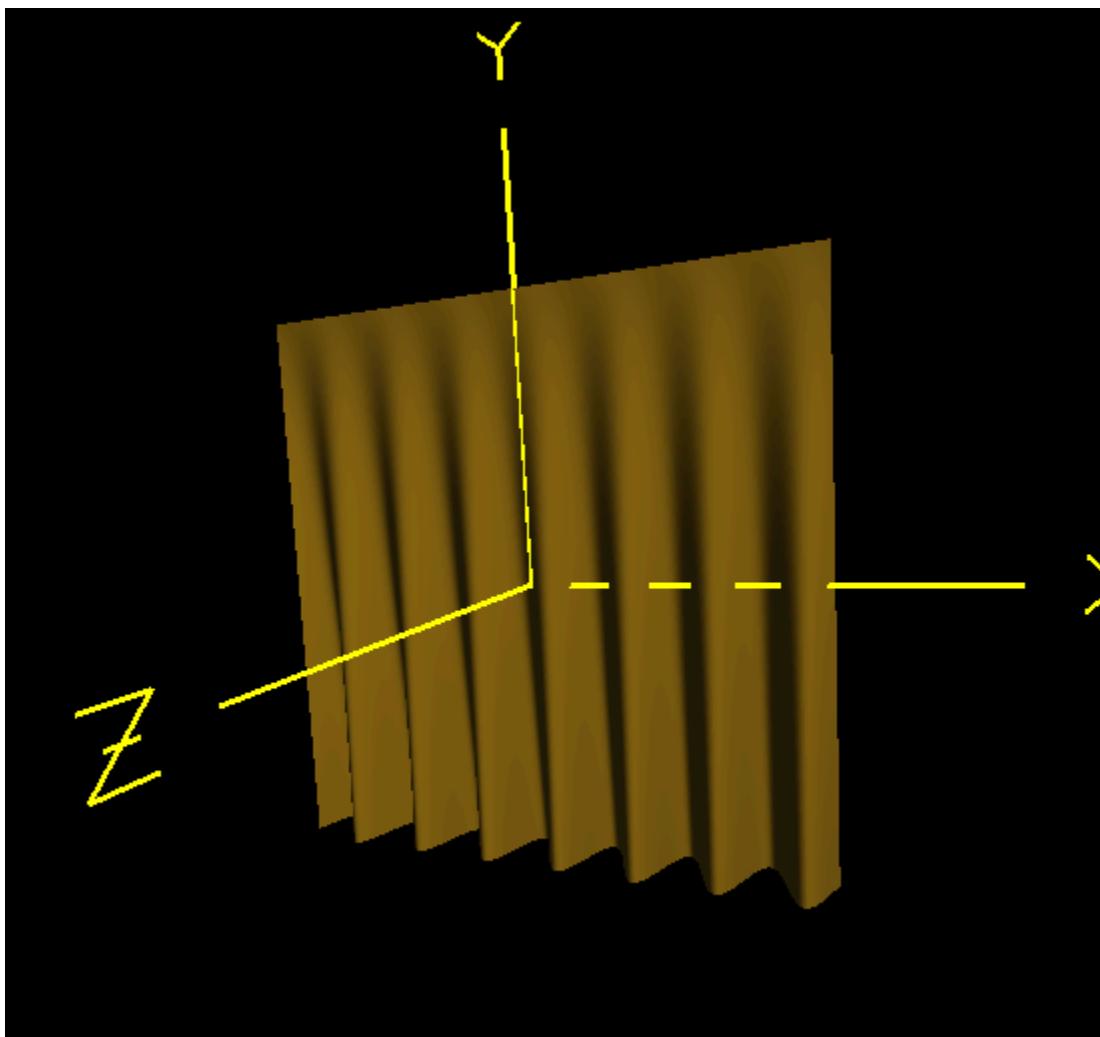


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Project #3A



Continuing off the last code. Removing the sphere and last object and replacing it with a square DL. Editing the .frag for proper lighting, shininess, color. Then the .vert for the sine wave. Adding in variable buttons for in the main file.

[Video Link](#)