* Chapter 2 Programs:
* gasket1: Generates Sierpinski Gasket using 5000 points generated by random algorithm
* gasket1v2: this versions reads in shaders from shader directory rather than including them in html file
* gasket2: Generates Sierpinski Gasket by recursion
* gasket3: Generates 3D Sierpinski Gasket by random algorithm
* gasket4: Generates 3D Sierpinski Gasket using subdivision of tetrahedra
* gasket5: adds a slide bar to gasket 2 to change number of subdivision steps