

CSE 167 (WI 2025) Exercise 1.1
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The VertexBuffer contains the 2D coordinates of the vertices. We are given:

- Top left ear: (-0.625, 0.75)
- Left inner ear: (-0.25, 0.25)
- Right inner ear: (0.25, 0.25)
- Top right ear: (0.625, 0.75)
- Bottom left: (-0.625, -0.625)
- Bottom right: (0.625, -0.625)

VertexBuffer = (-0.625, 0.75, -0.25, 0.25, 0.25, 0.25, 0.625, 0.75, -0.625, -0.625, 0.625, -0.625)

Triangles are the simplest polygon for rendering, and OpenGL uses triangles as the fundamental unit for rendering. We get triangles 1-4 by breaking it down into triangles by grouping three vertices at a time.

1. Triangle 1: (0, 1, 4)

Connects Top left ear (0) → Left inner ear (1) → Bottom left (4).

2. Triangle 2: (1, 2, 4)

Connects Left inner ear (1) → Right inner ear (2) → Bottom left (4).

3. Triangle 3: (2, 5, 4)

Connects Right inner ear (2) → Bottom right (5) → Bottom left (4).

4. Triangle 4: (2, 3, 5)

Connects Right inner ear (2) → Top right ear (3) → Bottom right (5).

IndexBuffer = (0, 1, 4, 1, 2, 4, 2, 5, 4, 2, 3, 5)

