**Getting-started Shaders**

[**https://learnopengl.com/Getting-started/Shaders**](https://learnopengl.com/Getting-started/Shaders)

**Getting-started Textures**

[**https://learnopengl.com/Getting-started/Textures**](https://learnopengl.com/Getting-started/Textures)

**rti56kt/nctu-intro.-of-computer-graphics**

[**https://github.com/rti56kt/nctu-intro.-of-computer-graphics/blob/master/HW3/HW3\_0516220.cpp**](https://github.com/rti56kt/nctu-intro.-of-computer-graphics/blob/master/HW3/HW3_0516220.cpp)

**Texturing multiple objects with different textures**

[**https://stackoverflow.com/questions/30034237/texturing-multiple-objects-with-different-textures**](https://stackoverflow.com/questions/30034237/texturing-multiple-objects-with-different-textures)

**OpenGL 3.2 Sphere - Texture coordinates**

[**https://stackoverflow.com/questions/29080581/opengl-3-2-sphere-texture-coordinates**](https://stackoverflow.com/questions/29080581/opengl-3-2-sphere-texture-coordinates)

**Tear when not expected after re-sizing the texture**

[**https://stackoverflow.com/questions/19188520/tear-when-not-expected-after-re-sizing-the-texture**](https://stackoverflow.com/questions/19188520/tear-when-not-expected-after-re-sizing-the-texture)

**merging alternating vecotrs?**

[**http://www.cplusplus.com/forum/general/191474/**](http://www.cplusplus.com/forum/general/191474/)