

COSC 414 — Assignment 3

Chad Glazier

17 March 2025

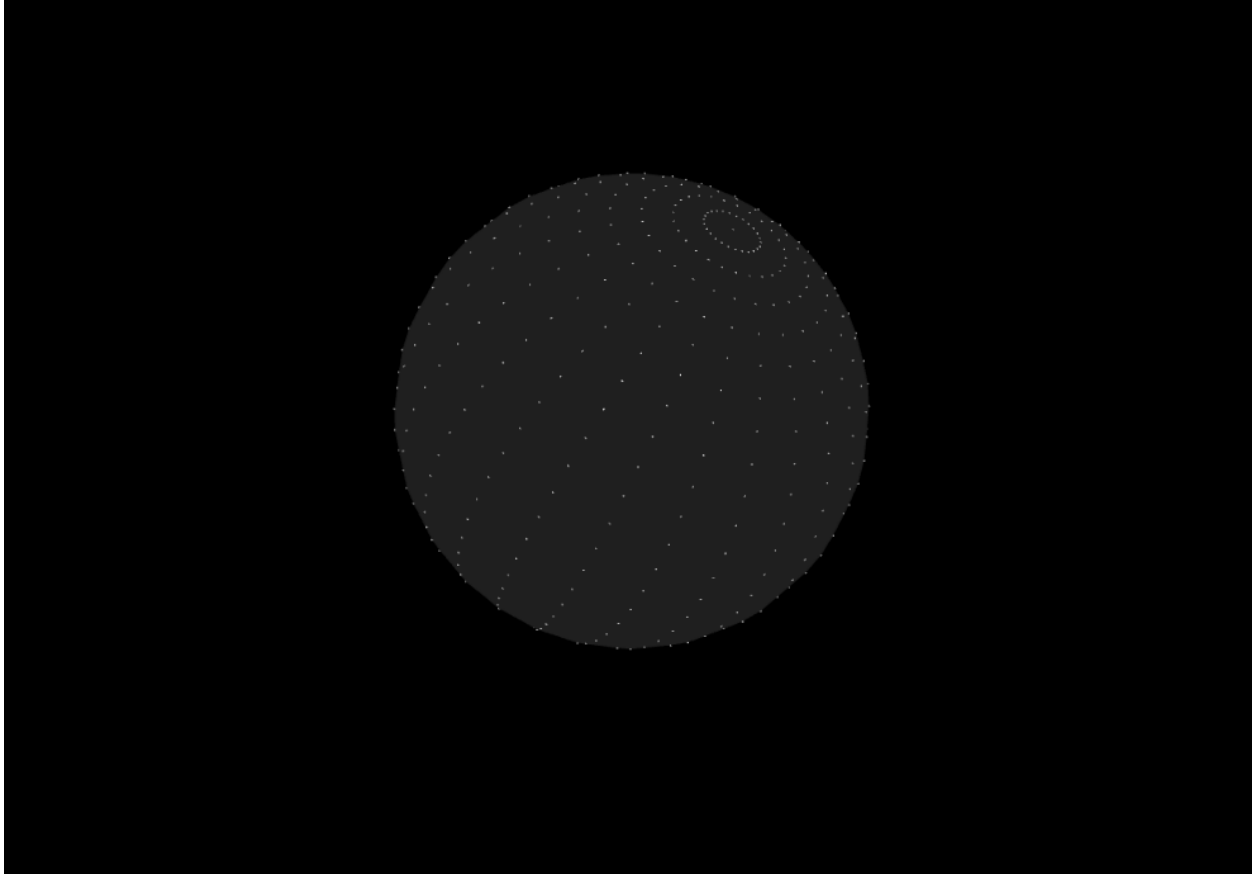


Figure 1: The sphere with white points at each of its vertices to show that it is 3D. The pixels and the sphere use the same vertex positions, but are drawn separately. Each point is set to 1.5 pixels in the GLSL source code.

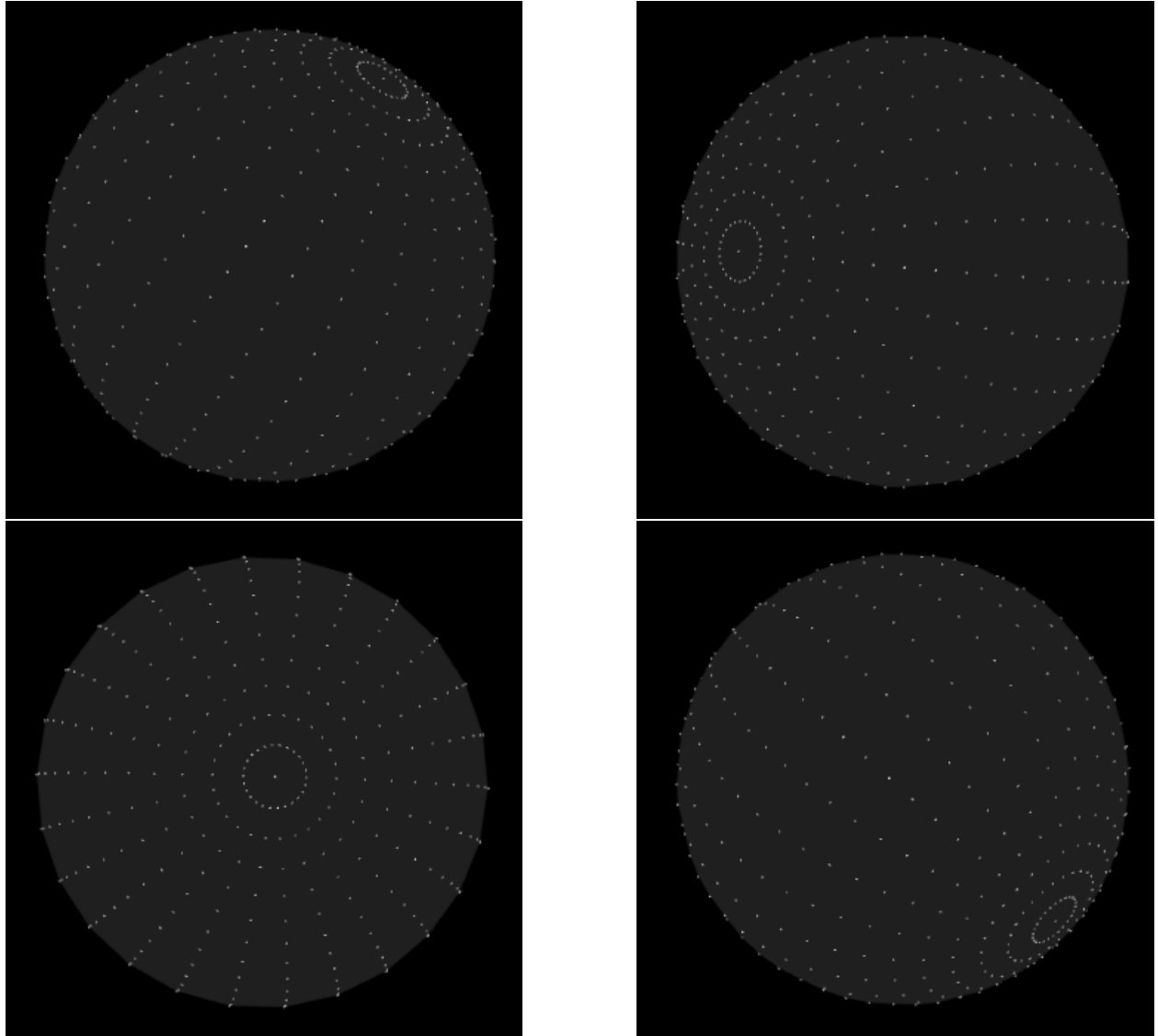


Figure 2: The sphere in a variety of orientations. The sphere can be rotated by dragging the mouse along the canvas. On each dragging movement the displacement of the mouse is calculated, then the sphere is rotated about an axis orthogonal to the displacement.