Computer Graphics Homework1

Modify the Lab05 by including the following. (Lab05 code is available in the Blackboard)

1. Add a Moon obits around the earth
2. Add some Light from a given Position
3. Bind a moon texture on the moon

   Note:
   *You may have to use a different texture handler: Ex GLuint tex1;
   *Call another binder just before rendering the moon. Ex glBindTexture(GL_TEXTURE_2D, tex1);
   * SOIL installation and CodeBlocks setup is available in www.dhanyu.com/csci173

Include your *Name*, *ID*, *Class* and *Project Name* at the top of the code. Please comment your code describing what each of your code line dose. Save the file as "main.cpp"