

Resources

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This document explains any code derived from anywhere other than this class, the corresponding textbook, or my own previous assignments.

- setCone(), setConeIndices(), setConeColor -
https://cse.taylor.edu/~jdenning/classes/cos350/slides/08_Cylinders.html
 - These functions were created accidentally when I derived the code to build a cylinder from this website for Lab 5. The code was not working properly, but when altered slightly I accidentally created a cone, so I used that code as the tornado for this project.
- setSphere(), setSphereIndices(), setSphereColor() -
<https://www.youtube.com/watch?v=L89lejZKPIk&list=PLPqKsyEGhUnaOdIFLKvdkXAQWD4DoXnFI&index=80>,
https://www.reddit.com/r/webgl/comments/13by0xe/trying_to_render_a_sphere/, https://www.songho.ca/opengl/gl_sphere.html
 - Though these functions were seen in a previous assignment (Lab 5), the functions were originally based on these websites, though modified slightly. This was meant to be used to draw the sun, but due to issues with lighting I settled on the squashed cube.