INFO-3111 “C++ Graphics” Day 2:   
Michael’s lesson plan notes

* Super basic shader manager thing (getting it into your code)
* Updating the shader to version 420
  + #version 420
  + “varying” to “in” or “out”
* Separating the “model”, “view”, and “projection” matrix values
  + In – all three
* Meshlab
  + PLY and OBJ files
* Add z value:
  + To struct
  + To shader
  + To vertex layout
* Changing the array of vertices
  + C-style array and allocation
  + Delete [] (memory leak issue)
  + Can’t use sizeof() with arrays, really
* Matrix transformations:
  + Brief overview of this
  + Note the order:
    - Translation (applied last)
    - Rotation
    - Scale (applied first)
* Drawing more than one object

🡨 code (double click on it)