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Project #5: Texture Mapping

- A description of what you did to get the display you got

  I created a display list to hold an OsuSphere with a radius of 1.0 and separate display lists for each planet, scaling them correctly and applying the right textures. I added a moving point light source to show how lighting affects the textures with GL_MODULATE mode. I also set up keyboard controls to switch between planets with their textures using keys like 'v', 'e', and 'm', etc. Finally, I added a toggle with the 't' key to switch between three modes: no texture, texture with GL_REPLACE, and texture with GL_MODULATE.

- A cool-looking screenshot from your program
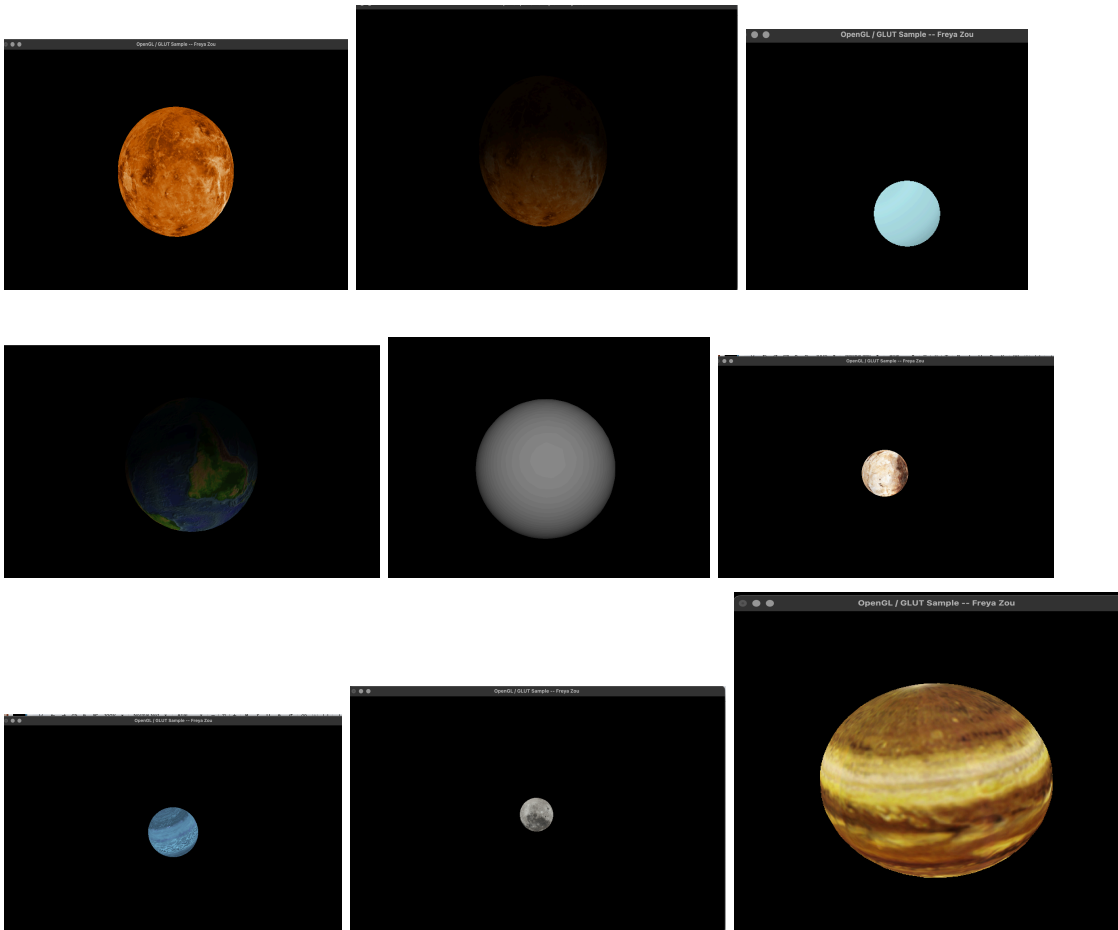
- The link to the Kaltura video demonstrating that your project

  https://media.oregonstate.edu/media/t/1_rxb2y59x