A6—Hardware Rendering

1. Enhance your interactive graphics application with fixed pipeline hardware rendering support. Provide the following features:

It’s implemented using Vertex Array Object and GLSL, you can change the render mode by changing the Mode parameter in line 96 of Graphics.cpp

* 1. Shared vertex triangle mesh rendering
  2. Filled mode and wireframe mode
  3. Vertex color interpolation
  4. Texture mapping