

Comentar les següents línies

```
//glm::vec3 amb(0.0,0,0.0);  
//glm::vec3 diff(0.8,0,0.8);
```

Canviar les següents declaracions:

```
glm::vec3 matambterra[12] = {  
    amb, amb, amb, amb, amb, amb, amb, amb, amb, amb, amb, amb  
};
```

```
glm::vec3 matdiffterra[12] = {  
    diff, diff, diff, diff, diff, diff, diff, diff, diff, diff, diff, diff  
};
```

Per les següents:

```
glm::vec3 matdiffterra[12] = {  
    glm::vec3(1.0, 0.0, 0.0),  
    glm::vec3(0.0, 1.0, 0.0),  
    glm::vec3(0.0, 0.0, 1.0),  
    glm::vec3(1.0, 0.0, 0.0),  
    glm::vec3(0.0, 1.0, 0.0),  
    glm::vec3(0.0, 0.0, 1.0),  
    glm::vec3(1.0, 0.0, 0.0),  
    glm::vec3(0.0, 1.0, 0.0),  
    glm::vec3(0.0, 0.0, 1.0),  
    glm::vec3(1.0, 0.0, 0.0),  
    glm::vec3(0.0, 1.0, 0.0),  
    glm::vec3(0.0, 0.0, 1.0)  
};
```

```
glm::vec3 matambterra[12] = {  
    glm::vec3(0.2, 0.0, 0.0),  
    glm::vec3(0.0, 0.2, 0.0),  
    glm::vec3(0.0, 0.0, 0.2),  
    glm::vec3(0.2, 0.0, 0.0),  
    glm::vec3(0.0, 0.2, 0.0),  
    glm::vec3(0.0, 0.0, 0.2),  
    glm::vec3(0.2, 0.0, 0.0),  
    glm::vec3(0.0, 0.2, 0.0),  
    glm::vec3(0.0, 0.0, 0.2),  
    glm::vec3(0.2, 0.0, 0.0),  
    glm::vec3(0.0, 0.2, 0.0),  
    glm::vec3(0.0, 0.0, 0.2)  
};
```