Comentar les seguents linies

//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)

};