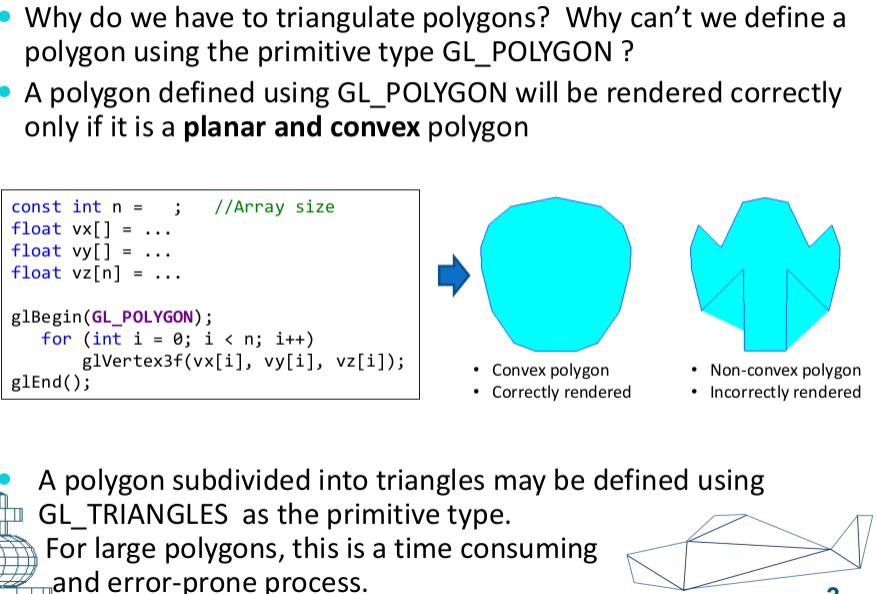
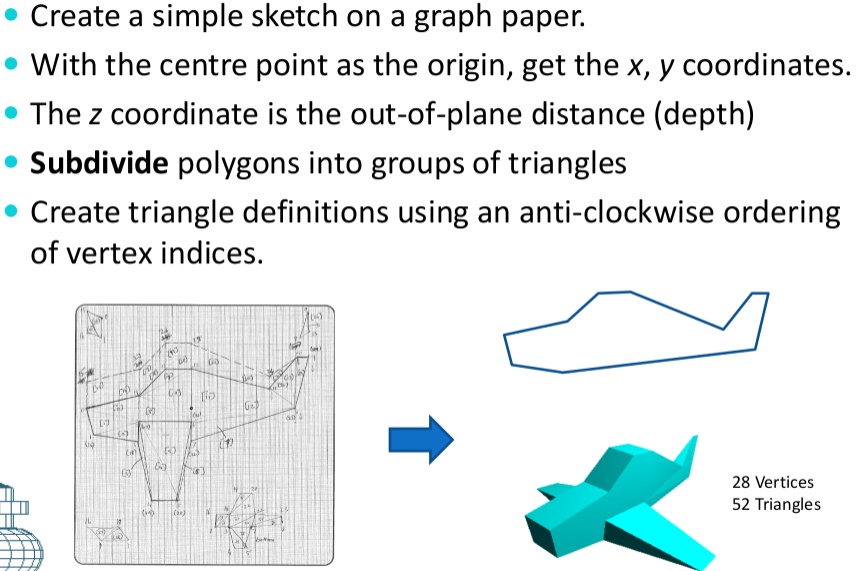
**5. Object Modelling**

interior angle of a **convex** angle is less than and equal to 180 deg

**Primitive Types for Triangulation**

- GL\_TRIANGLE\_FAN

- GL\_TRIANGLE\_STRIP

- GL\_QUAD\_STRIP