CS 31 – Exam Review Problem(s) – RP1 – Out Sept. 6, Due Before Class Sept. 8

1. In class, we noted that GLSL shaders interfacing with Javascript in WebGL will only draw polygons that are triangles. We used that in the *square* demonstration program to draw a square composed of two triangles drawn with `TRIANGLE_FAN`. Suppose instead that we had used `TRIANGLE_STRIP` and re-ordered to vertices to take that into account. How many of the following four vertex re-orderings would have successfully produced a square with `TRIANGLE_STRIP`?

```
1       var vertices = [
2           vec2( -0.5, -0.5 ),
3           vec2(  -0.5,  0.5 ),
4           vec2( 0.5, -0.5),
5           vec2(  0.5, 0.5 )
6       ];
```

```
1       var vertices = [
2           vec2( 0.5, -0.5).
3           vec2( -0.5, -0.5 ),
4           vec2(  -0.5,  0.5 ),
5           vec2(  0.5, 0.5 )
6       ];
```

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```

(a) None would work
(b) 1
(c) 2
(d) 3
(e) All 4 would work