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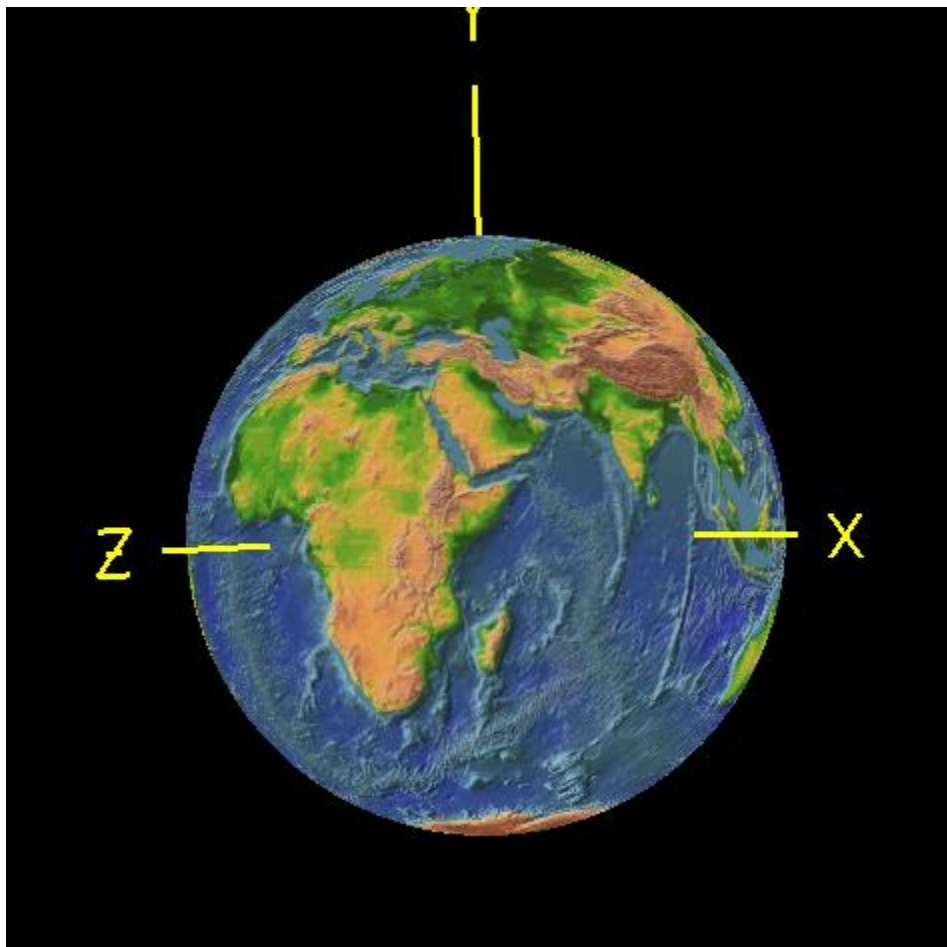
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Project #5: Textures

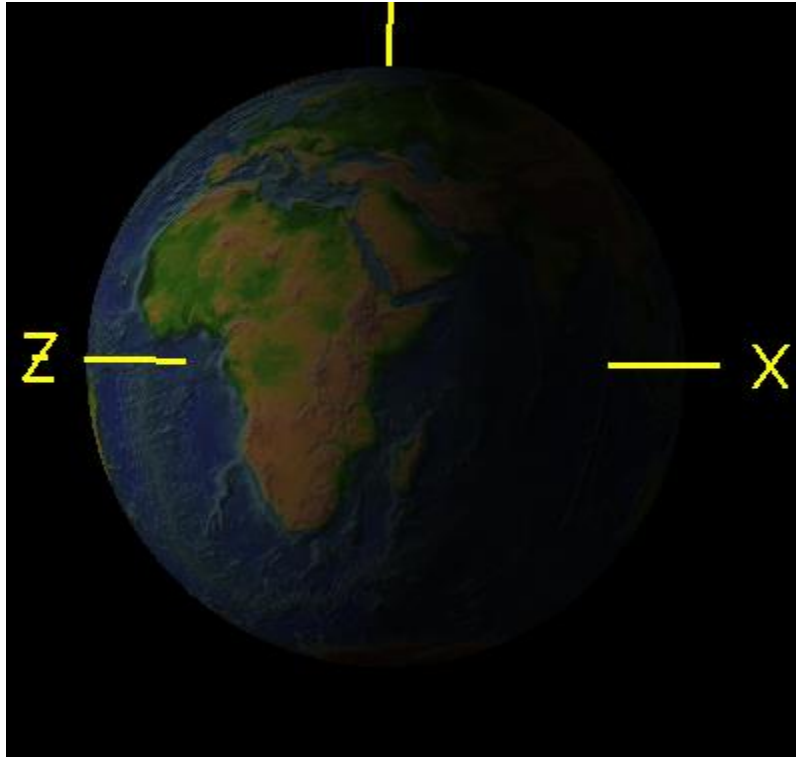
Description of what I did:

For this project I followed the same basic procedure I've been using throughout this class. I used the sample code provided to get as far as I could with a single planet, venus. Then I got the lighting to switch on and off. I had an issue with my lighting mode showing the polygons in the image, so a TA provided some guidance with regard to rendering with GL_FLAT vs GL_SMOOTH. After I was able to switch modes with 2 different planets the rest came fairly easily. I also had to tweak the light position to handle the gas giant planets. Fun assignment.

Screenshot of static image:



Screenshot of image using lighting mode:



Kaltura Video Link:

https://media.oregonstate.edu/media/t/1_y34fzcs3