

Computer Graphics

Exercises 5

- 1) Implement the ability to control whether an object should be drawn with a texture or vertex colors.
- 2) Generate vertices and indices for a **sphere** in **mesh.hpp** using the source given. The method of implementation does not matter, as long as it looks like a sphere in the end. The uv/st coordinates can be set to 0, but make sure to create proper **normals** with a length of 1.