* Every shape works except for sphere
* Only one shape may be seen on the screen at a time
* To pick the shape you want to see:

1. Go to “Application.cpp”
2. Underneath the line of code “m\_pMesh = new MyPrimitiveClass();”, you will see several lines of code that generate shapes
3. For example, to see the cylinder, uncomment “Generate Cylinder”
4. After that, comment out any other shape and hit “Run”
5. Repeat these steps to see each individual shape