INFO-3111, Michael’s Day 4 lesson plan

* Continue Day 3
* cMesh object
* uniform variable: what are they for? How do they work, etc.?
  + glGetUniformLocation()
  + glUniformXXX()
  + Variable types
* Modifying the shader to get ready for lighthing

Details:

* add a cMeshObject class:

#ifndef \_cMeshObject\_HG\_

#define \_cMeshObject\_HG\_

#include <string>

#include <glm/glm.hpp>

#include <glm/vec3.hpp> // glm::vec3

#include <glm/vec4.hpp> // glm::vec4

class cMeshObject

{

public:

cMeshObject();

~cMeshObject();

std::string meshName;

glm::vec3 position; // 0,0,0 (origin)

glm::vec4 wholeObjectColour; // 0,0,0,1 (black)

glm::vec3 orientation; // Euler angles (x, y, and z)

float scale; // 1.0f

bool isWireframe; // false

};

#endif // \_cMeshObject\_HG\_