

A09 – Indexed primitives

The Vulkan application whose source code is contained in file `Assignment09.cpp`, needs to show models of a cube, a cylinder, a sphere and a spring, building them with the code contained `models.cpp`. In particular, the user implements the procedure `makeModels()`, that creates the primitive using indexed triangle lists. Vectors `M1_vertices` to `M4_vertices` should contain the components of the vertices of the primitives, while vectors `M1_indices` to `M4_indices`, should contain the indices for building the triangles. Below you can find a sample result for the four objects.

You can move the view using the same keys as in *Assignment0*:

ESC – quit the application		SPACE BAR – move to the next projection X: wireframe				
Q: roll left	W: forward	E: roll right	R: up		↑: look up	
A: left	S: backward	D: right	F: down	←: look left	↓: look down	→: look right

