PYRAMID :

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GLfloat pyramidVertices

// front

0.0f, 1.0f, 0.0f,

-1.0f, -1.0f, 1.0f,

1.0f, -1.0f, 1.0f,

// right

0.0f, 1.0f, 0.0f,

1.0f, -1.0f, 1.0f,

1.0f, -1.0f, -1.0f,

// back

0.0f, 1.0f, 0.0f,

1.0f, -1.0f, -1.0f,

-1.0f, -1.0f, -1.0f,

// left

0.0f, 1.0f, 0.0f,

-1.0f, -1.0f, -1.0f,

-1.0f, -1.0f, 1.0f

GLfloat pyramidColors

1.0f, 0.0f, 0.0f,

0.0f, 1.0f, 0.0f,

0.0f, 0.0f, 1.0f,

1.0f, 0.0f, 0.0f,

0.0f, 0.0f, 1.0f,

0.0f, 1.0f, 0.0f,

1.0f, 0.0f, 0.0f,

0.0f, 1.0f, 0.0f,

0.0f, 0.0f, 1.0f,

1.0f, 0.0f, 0.0f,

0.0f, 0.0f, 1.0f,

0.0f, 1.0f, 0.0f

GLfloat pyramidTexcoords

0.5, 1.0, // front-top

0.0, 0.0, // front-left

1.0, 0.0, // front-right

0.5, 1.0, // right-top

1.0, 0.0, // right-left

0.0, 0.0, // right-right

0.5, 1.0, // back-top

1.0, 0.0, // back-left

0.0, 0.0, // back-right

0.5, 1.0, // left-top

0.0, 0.0, // left-left

1.0, 0.0, // left-right

GLfloat pyramidNormals

0.0f, 0.447214f, 0.894427f,// front-top

0.0f, 0.447214f, 0.894427f,// front-left

0.0f, 0.447214f, 0.894427f,// front-right

0.894427f, 0.447214f, 0.0f, // right-top

0.894427f, 0.447214f, 0.0f, // right-left

0.894427f, 0.447214f, 0.0f, // right-right

0.0f, 0.447214f, -0.894427f, // back-top

0.0f, 0.447214f, -0.894427f, // back-left

0.0f, 0.447214f, -0.894427f, // back-right

-0.894427f, 0.447214f, 0.0f, // left-top

-0.894427f, 0.447214f, 0.0f, // left-left

-0.894427f, 0.447214f, 0.0f // left-right

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CUBE :

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GLfloat cubeVertices

// top

1.0f, 1.0f, -1.0f,

-1.0f, 1.0f, -1.0f,

-1.0f, 1.0f, 1.0f,

1.0f, 1.0f, 1.0f,

// bottom

1.0f, -1.0f, -1.0f,

-1.0f, -1.0f, -1.0f,

-1.0f, -1.0f, 1.0f,

1.0f, -1.0f, 1.0f,

// front

1.0f, 1.0f, 1.0f,

-1.0f, 1.0f, 1.0f,

-1.0f, -1.0f, 1.0f,

1.0f, -1.0f, 1.0f,

// back

1.0f, 1.0f, -1.0f,

-1.0f, 1.0f, -1.0f,

-1.0f, -1.0f, -1.0f,

1.0f, -1.0f, -1.0f,

// right

1.0f, 1.0f, -1.0f,

1.0f, 1.0f, 1.0f,

1.0f, -1.0f, 1.0f,

1.0f, -1.0f, -1.0f,

// left

-1.0f, 1.0f, 1.0f,

-1.0f, 1.0f, -1.0f,

-1.0f, -1.0f, -1.0f,

-1.0f, -1.0f, 1.0f,

GLfloat cubeColors

0.0f, 1.0f, 0.0f,

0.0f, 1.0f, 0.0f,

0.0f, 1.0f, 0.0f,

0.0f, 1.0f, 0.0f,

1.0f, 0.5f, 0.0f,

1.0f, 0.5f, 0.0f,

1.0f, 0.5f, 0.0f,

1.0f, 0.5f, 0.0f,

1.0f, 0.0f, 0.0f,

1.0f, 0.0f, 0.0f,

1.0f, 0.0f, 0.0f,

1.0f, 0.0f, 0.0f,

1.0f, 1.0f, 0.0f,

1.0f, 1.0f, 0.0f,

1.0f, 1.0f, 0.0f,

1.0f, 1.0f, 0.0f,

0.0f, 0.0f, 1.0f,

0.0f, 0.0f, 1.0f,

0.0f, 0.0f, 1.0f,

0.0f, 0.0f, 1.0f,

1.0f, 0.0f, 1.0f,

1.0f, 0.0f, 1.0f,

1.0f, 0.0f, 1.0f,

1.0f, 0.0f, 1.0f

GLfloat cubeTexcoords

0.0f, 0.0f,

1.0f, 0.0f,

1.0f, 1.0f,

0.0f, 1.0f,

0.0f, 0.0f,

1.0f, 0.0f,

1.0f, 1.0f,

0.0f, 1.0f,

0.0f, 0.0f,

1.0f, 0.0f,

1.0f, 1.0f,

0.0f, 1.0f,

0.0f, 0.0f,

1.0f, 0.0f,

1.0f, 1.0f,

0.0f, 1.0f,

0.0f, 0.0f,

1.0f, 0.0f,

1.0f, 1.0f,

0.0f, 1.0f,

0.0f, 0.0f,

1.0f, 0.0f,

1.0f, 1.0f,

0.0f, 1.0f,

GLfloat cubeNormals

// top surface

0.0f, 1.0f, 0.0f, // top-right of top

0.0f, 1.0f, 0.0f, // top-left of top

0.0f, 1.0f, 0.0f, // bottom-left of top

0.0f, 1.0f, 0.0f, // bottom-right of top

// bottom surface

0.0f, -1.0f, 0.0f, // top-right of bottom

0.0f, -1.0f, 0.0f, // top-left of bottom

0.0f, -1.0f, 0.0f, // bottom-left of bottom

0.0f, -1.0f, 0.0f, // bottom-right of bottom

// front surface

0.0f, 0.0f, 1.0f, // top-right of front

0.0f, 0.0f, 1.0f, // top-left of front

0.0f, 0.0f, 1.0f, // bottom-left of front

0.0f, 0.0f, 1.0f, // bottom-right of front

// back surface

0.0f, 0.0f, -1.0f, // top-right of back

0.0f, 0.0f, -1.0f, // top-left of back

0.0f, 0.0f, -1.0f, // bottom-left of back

0.0f, 0.0f, -1.0f, // bottom-right of back

// left surface

-1.0f, 0.0f, 0.0f, // top-right of left

-1.0f, 0.0f, 0.0f, // top-left of left

-1.0f, 0.0f, 0.0f, // bottom-left of left

-1.0f, 0.0f, 0.0f, // bottom-right of left

// right surface

1.0f, 0.0f, 0.0f, // top-right of right

1.0f, 0.0f, 0.0f, // top-left of right

1.0f, 0.0f, 0.0f, // bottom-left of right

1.0f, 0.0f, 0.0f // bottom-right of right