Ralenski Doucet Rendering Geometry pt

Problem::

> 4. Ability to render a plane with predefined vertex information.

Answer::

To generate the points for a plane you need to make a function of std::vector name genplane that takes in a argument of size.then you make 4 vertexs and assign them the values just like brlow.then creat a local std vector of type vertex named planeVertices that is assigned the values of abcd. and then you return planevertices.

```
std::vector<Vertex> RenderingGeometryApp::genPlane(int size)
{
    Vertex A = Vertex(glm::vec4(-size, size, 0, 1), glm::vec4(1, 0, 0, 1));
    Vertex B = Vertex(glm::vec4(size, size, 0, 1), glm::vec4(1, 0, 0, 1));
    Vertex C = Vertex(glm::vec4(size, -size, 0, 1), glm::vec4(1, 0, 0, 1));
    Vertex D = Vertex(glm::vec4(-size, -size, 0, 1), glm::vec4(1, 0, 0, 1));
    std::vector<Vertex> PlaneVertices = { A,B,C,D };
    return PlaneVertices;
```