

A15 – Smooth objects with texture

The goal of the application contained in `A15.cpp`, is to create 2 objects: a box of a toy, a sphere showing the surface of mars. Models are created in file `primGen.hpp`. Primitives are encoded as indexed triangle lists, following the format seen in the file.

The sphere should be generated by an algorithm (which requires at least two nested loops are required). Below you can see a picture of the expected result. The cube might be either manually defined or algorithmically composed. Below you can see a picture of the 2 objects.

Key N toggle the view, showing a color coded version of the normal vector in each point of the object, Key U shows the UV coordinates in a similar way, while SPACE changes the object.

