A09 – Indexed primitiecs

The goal of the application contained in `index.html`, is to create: a cone, a cylinder, a sphere and a torus. Models are created in file `models.js`. In particular, the application uses the procedure `addMesh()`, that receives as parameters the vertex buffer (an array of three elements vectors with the coordinates of the vertices), the index buffer (an array of indices in the vertex buffer), and an RGB color (a three-elements array, with the value of the red, green and blue components of the color, each one in the 0-1 range). Primitives are encoded as indexed triangle lists.

Only the procedures for the cylinder and the sphere have been implemented: the goal of this assignment is to understand how such procedures works, and modify them to create the two missing objects (the cylinder and the torus).

In the application, the mouse turns the view, and the slider at the bottom of the page can be used to change the objects being displayed. To help you in the creation of objects, it is possible to toggle a wireframe view pressing the space bar key.