Exercises

- Add EBOs to your quads and simplify the vertex array.
- Enable face culling.
  - Change the order of your indices to see what happens.
- Add textures to your quads.
  - Blend the vertex color and textures together.
  - Have two textures alternate based on time using the mix GLSL function.
- Flip the texture horizontally using texcoords.
- Increase/decrease the texcoord values above and below the range of 0-1 and note changes.
  - Change the address mode too.
- Create a texture animation:
  - Using spritesheet and texcoords to change frame(image provided
  - Make your own animation using separately loaded images.

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