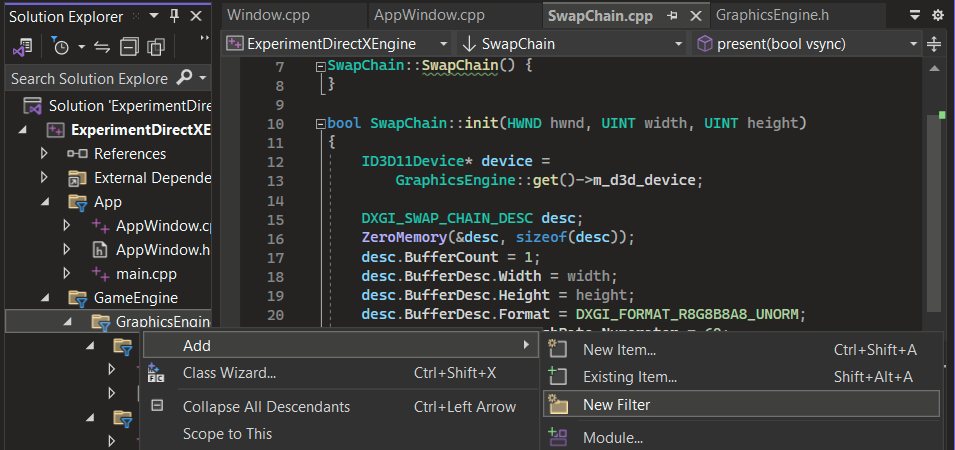
Readme: This project is licensed under the terms of the MIT license.

Video: [C++ 3D Game Tutorial 5: Creating 3D Graphics Engine - Drawing a Triangle](https://www.youtube.com/watch?v=J5JnRNIlN0Q&list=PLv8DnRaQOs5-ST_VDqgbbMRtzMtpK36Hy&index=5)

Author: Parcode

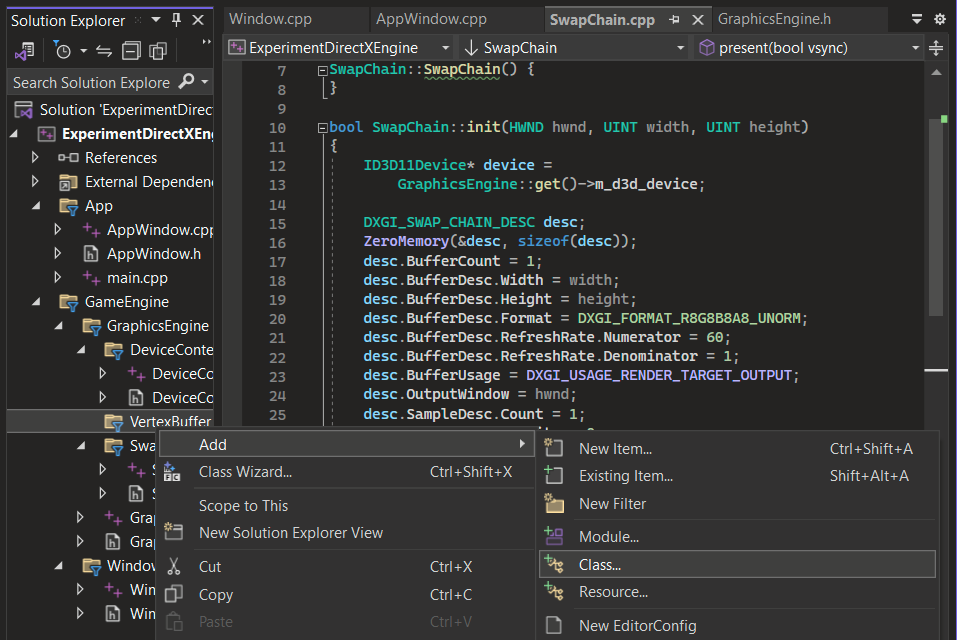
**5. Drawing a Triangle**

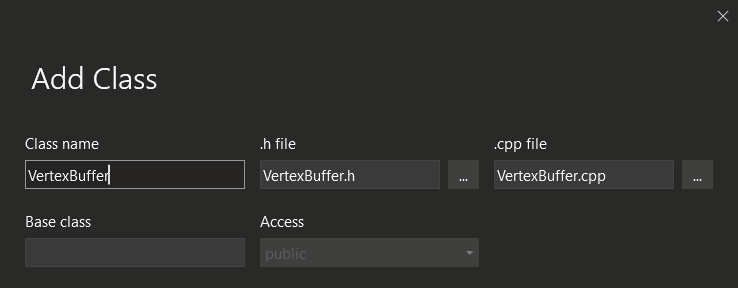
1)



1. Create a folder in GraphicsEngine:
   1. VertexBuffer

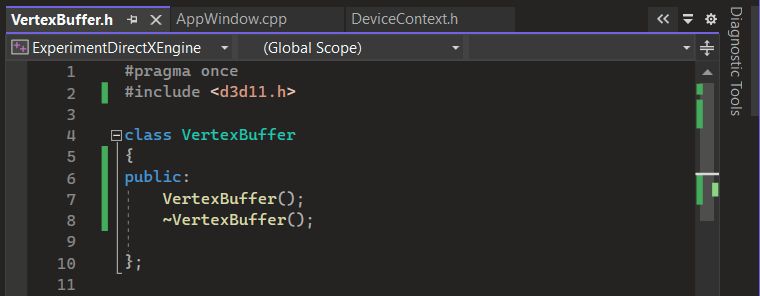
2)

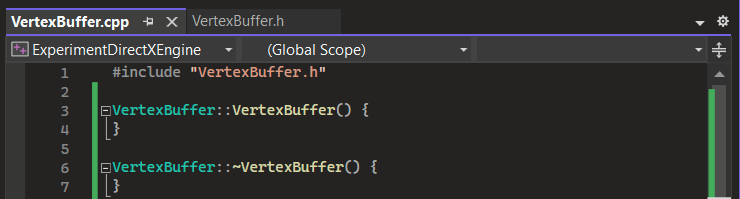




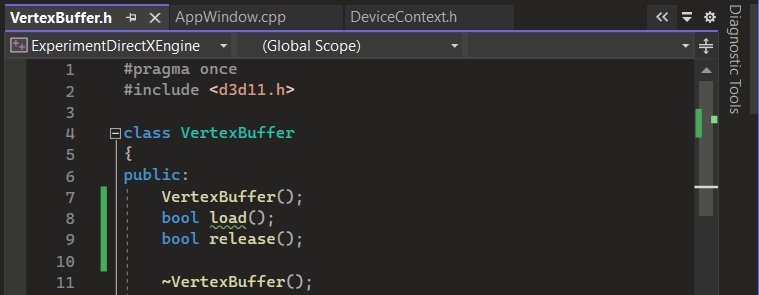
1. Move the created files VertexBuffer.cpp and VertexBuffer.h into the folder V**ertexBuffer**

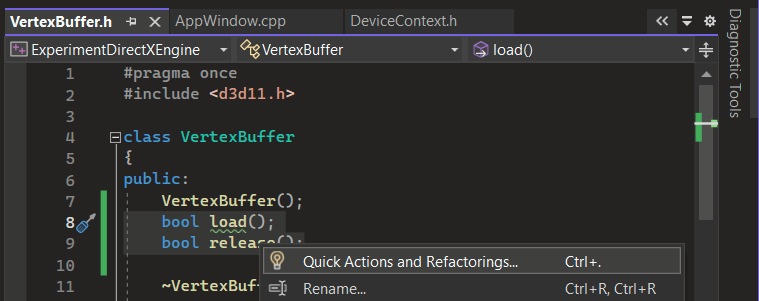
3)

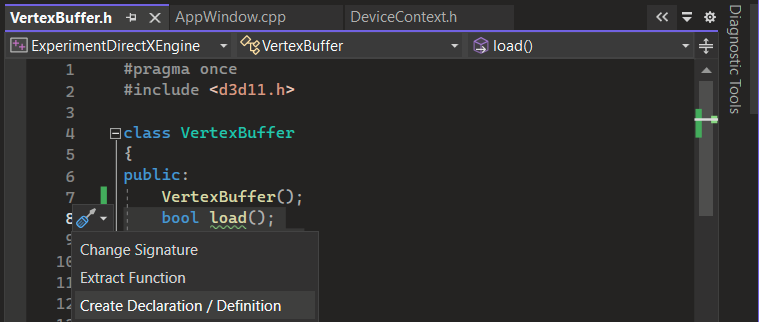


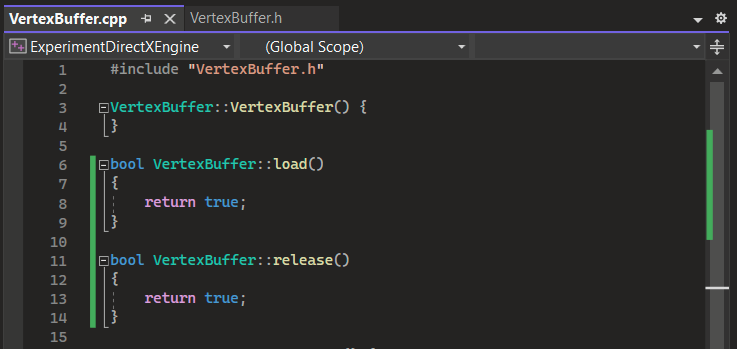


4)

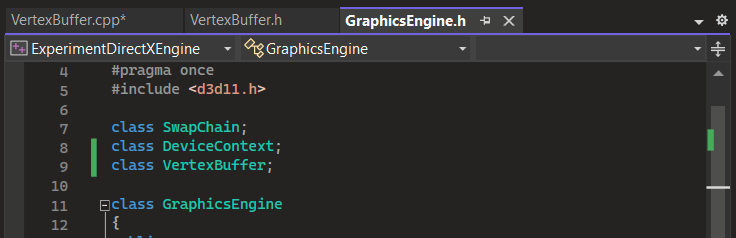


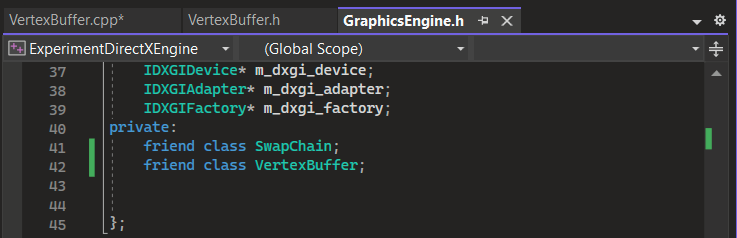






5)

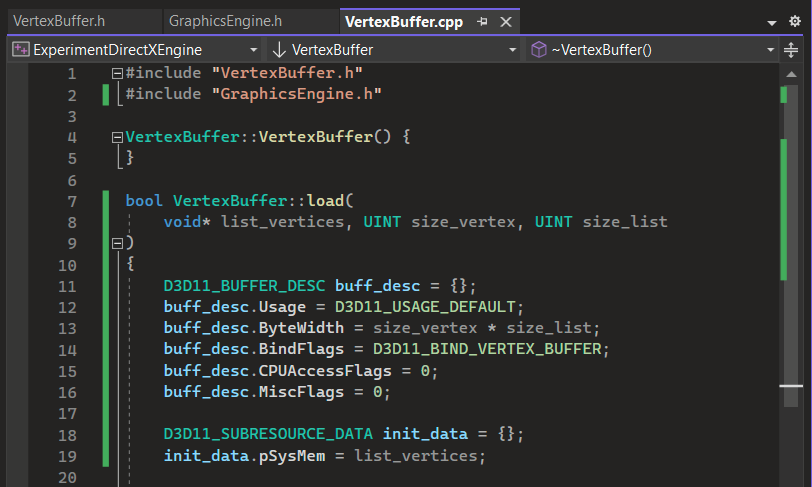




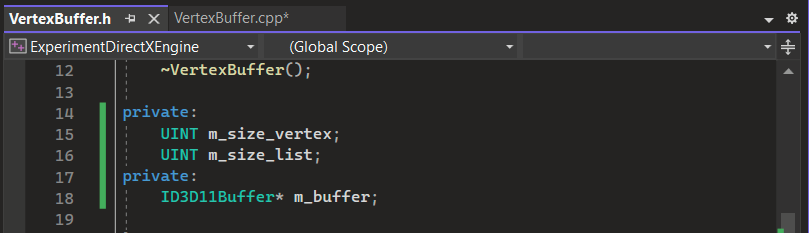
6)



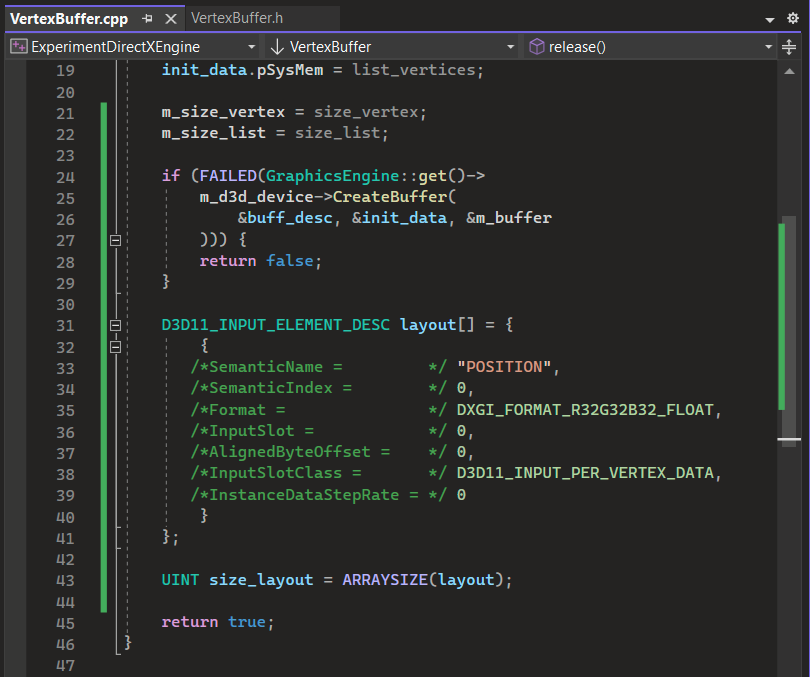
7)



8)



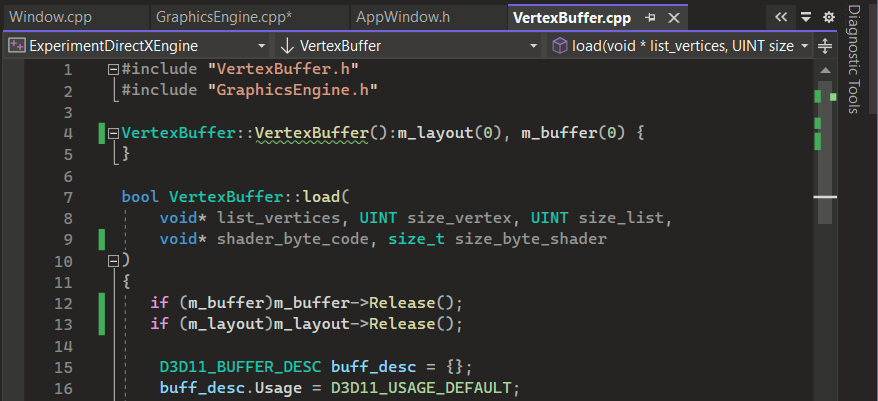
9)



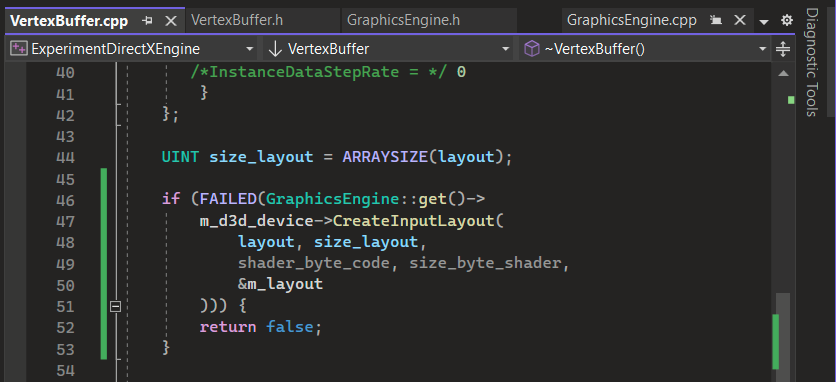
10)



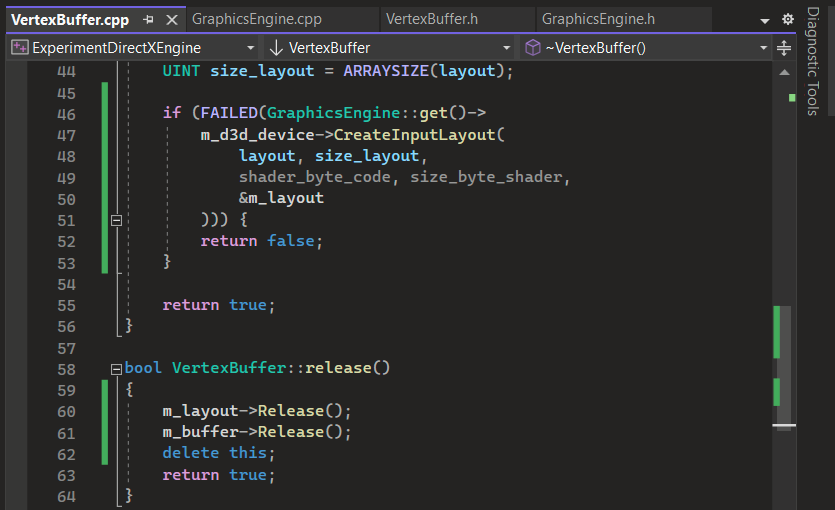
11)



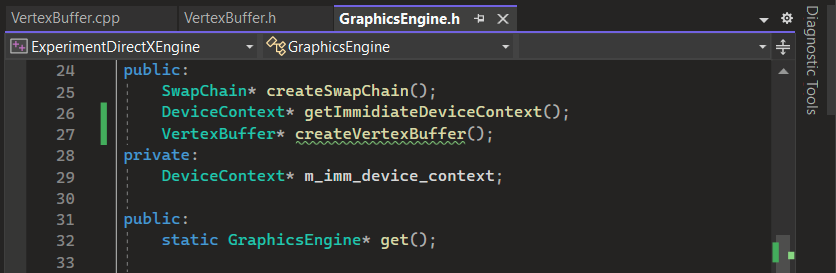
12)

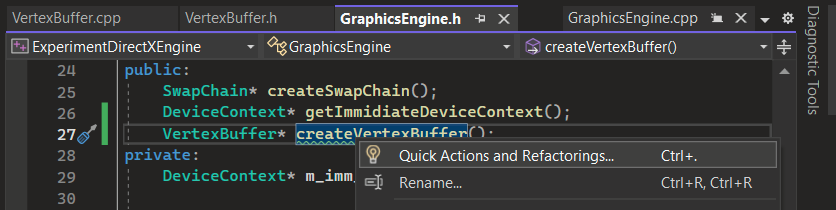


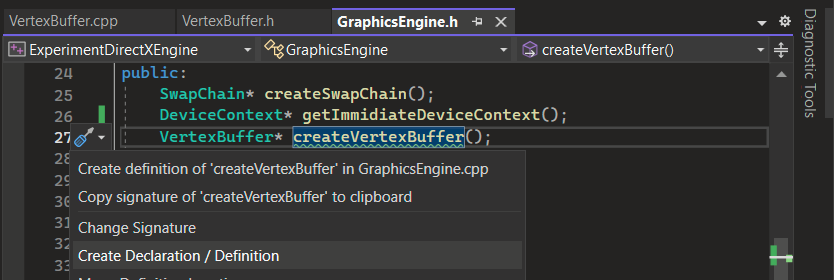
13)

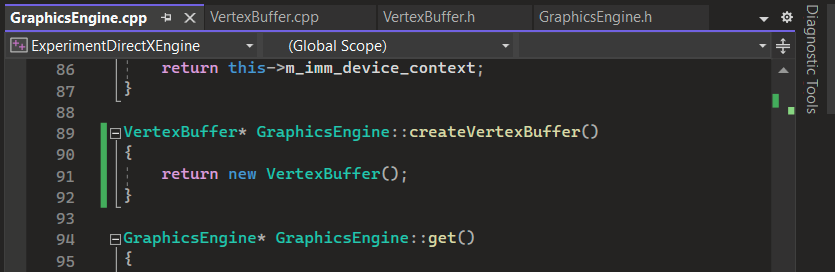


14)

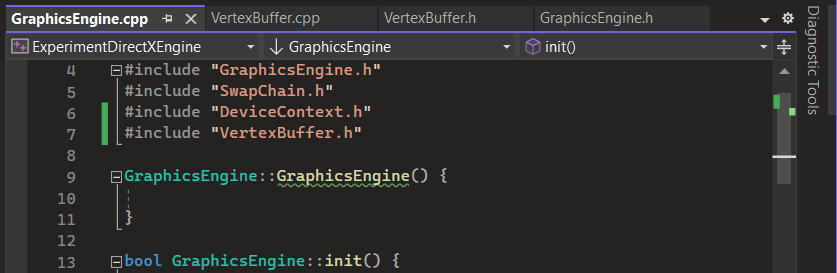




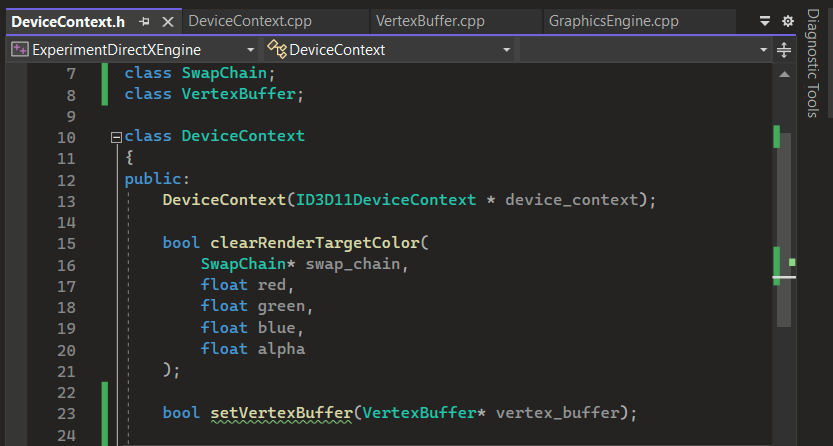


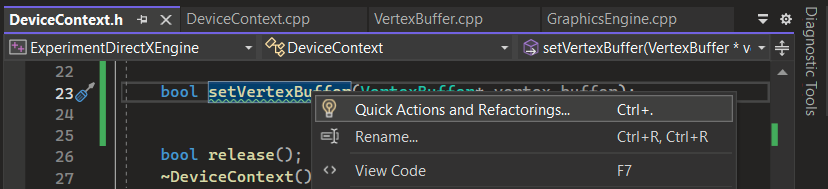


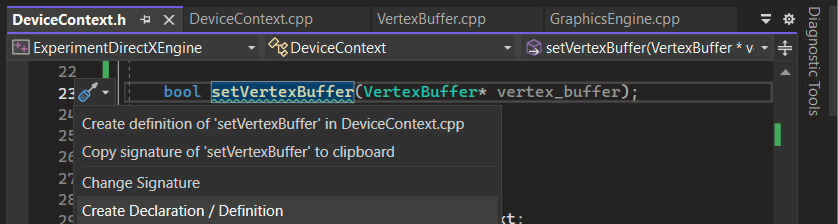
15)

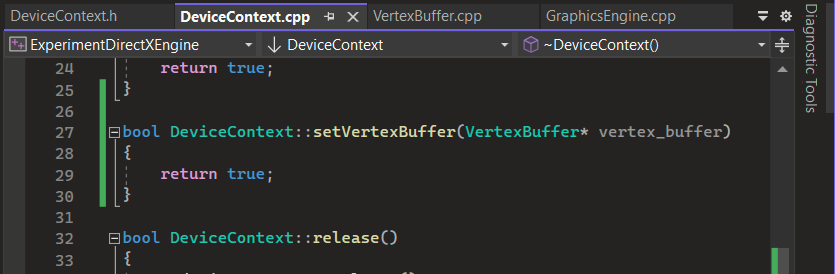


16)

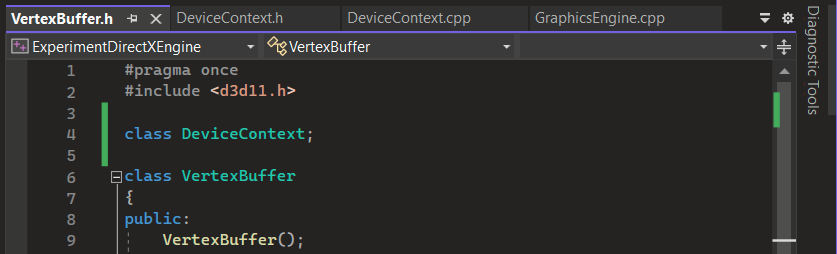


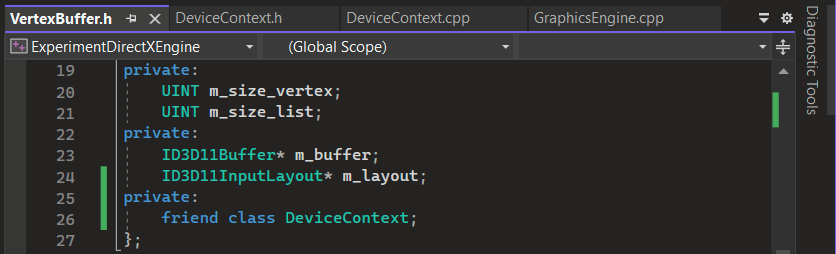




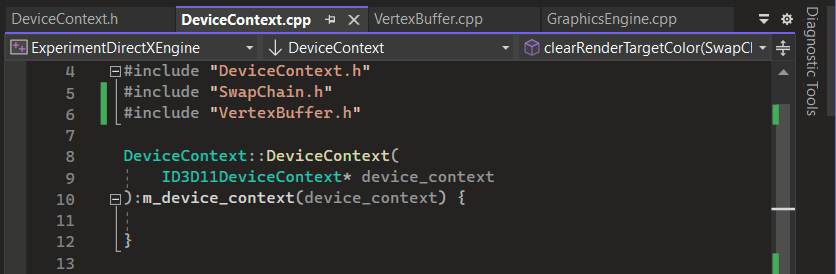


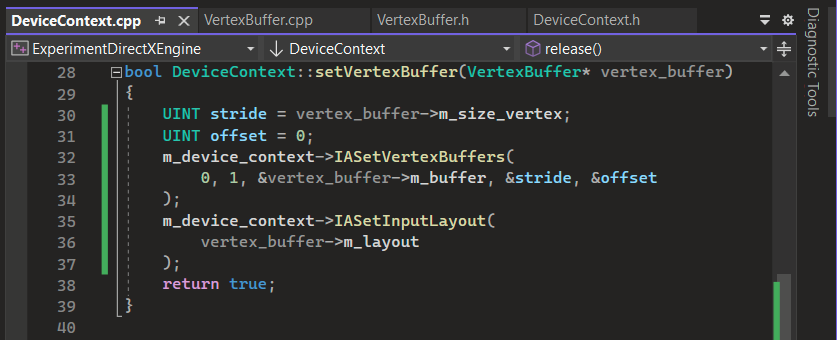
17)





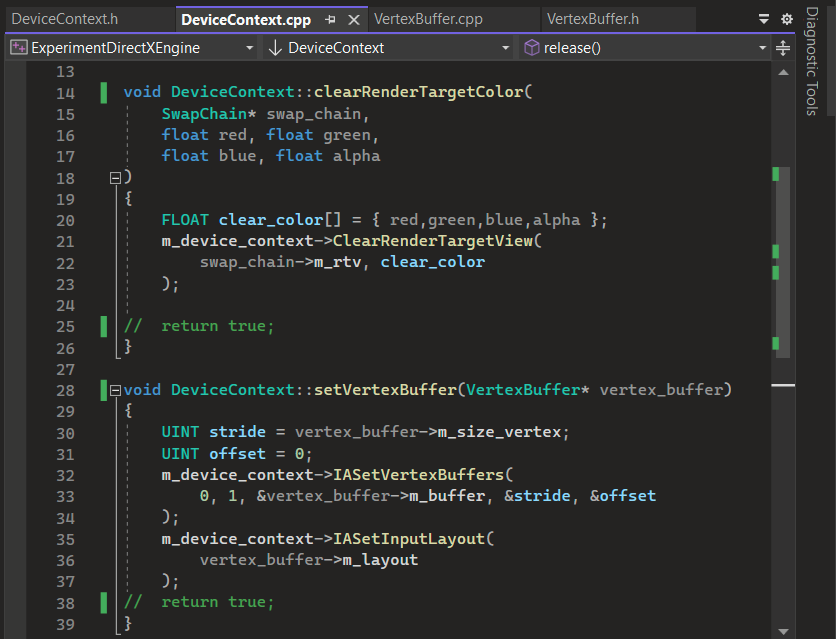
18)



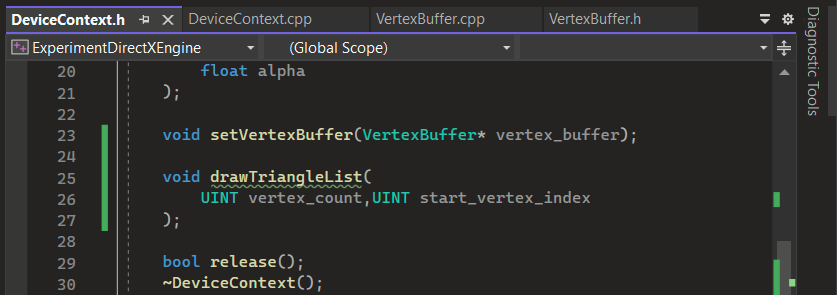


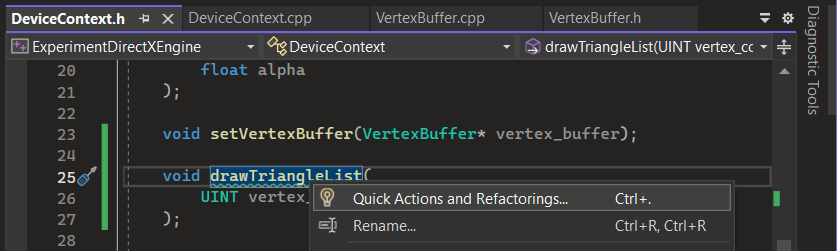
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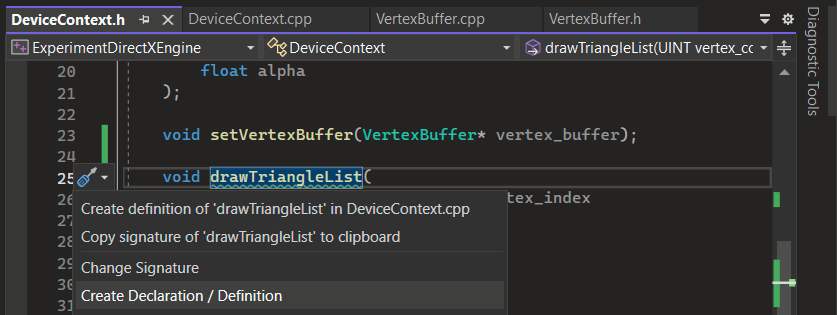


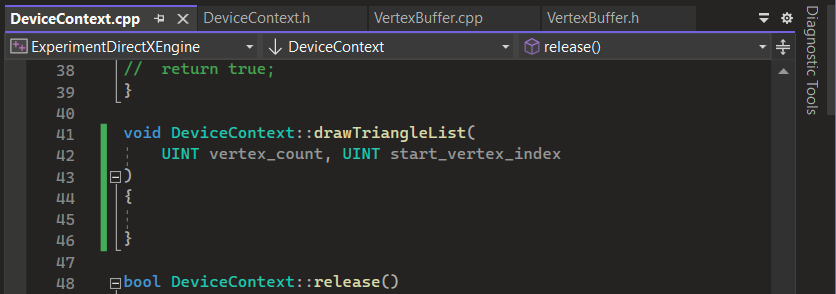


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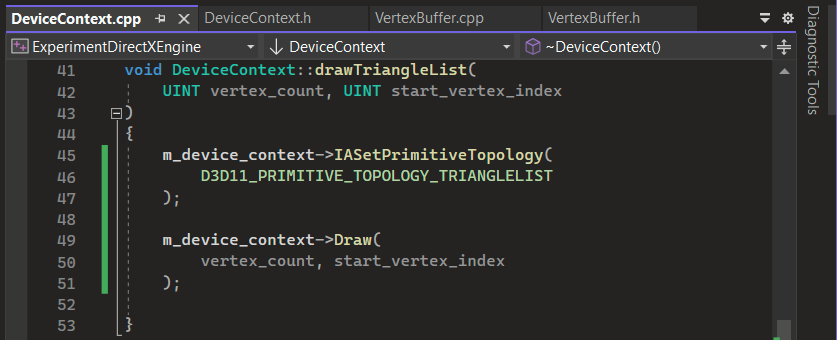


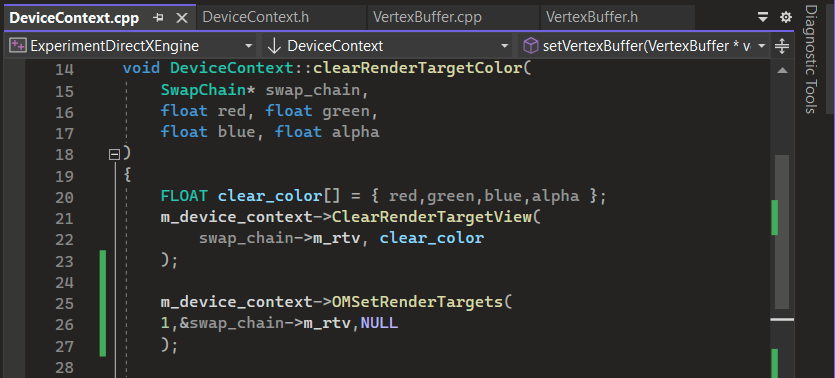




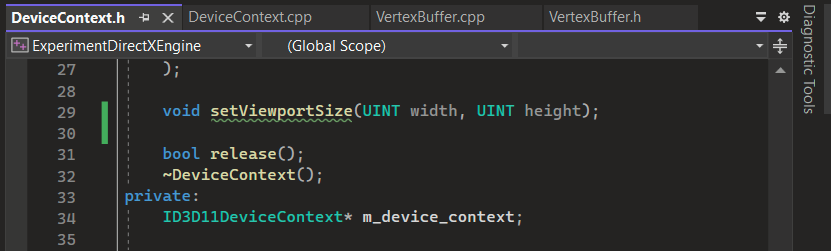


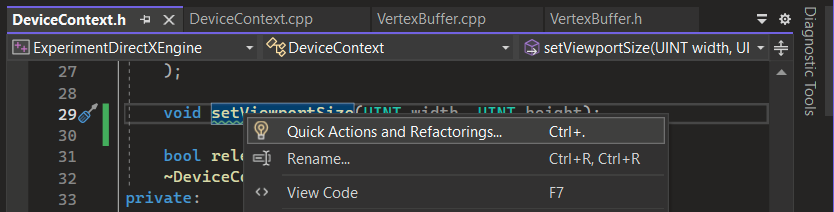
21)

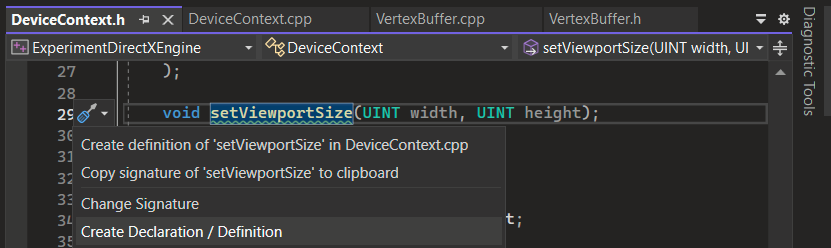


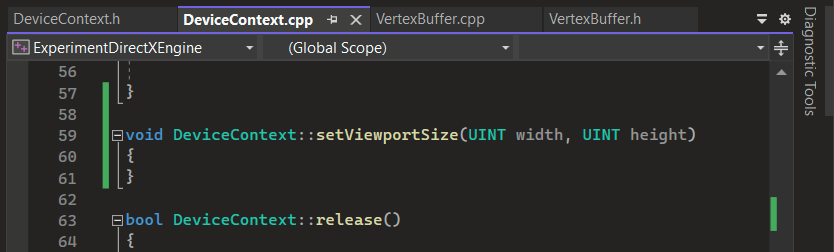


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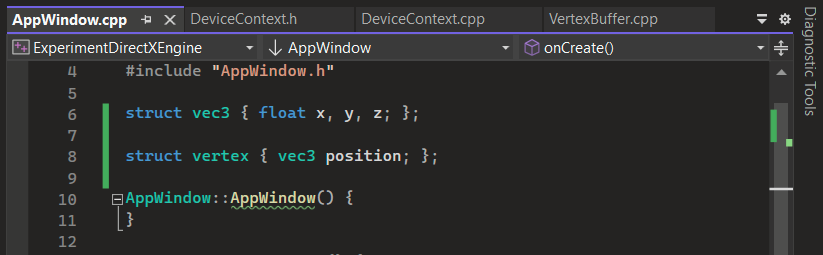




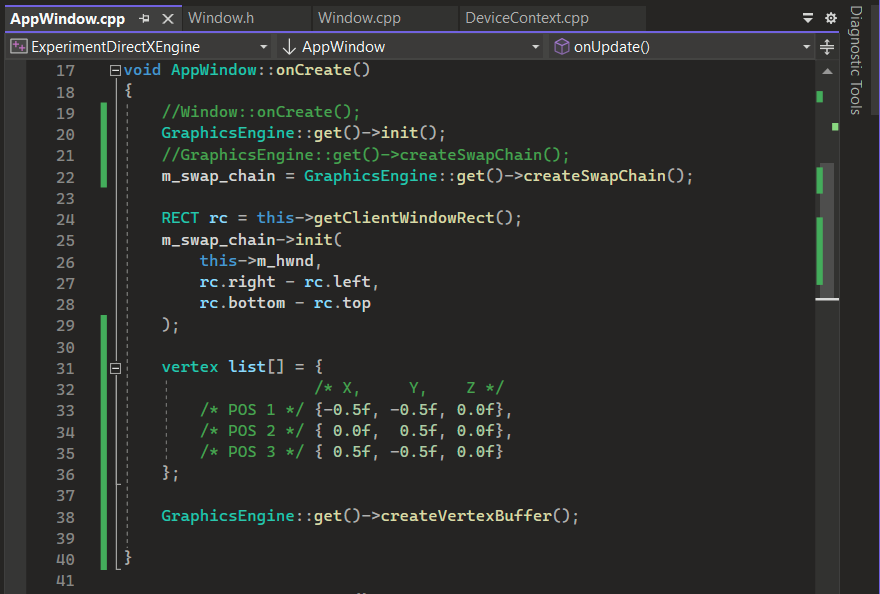
23)



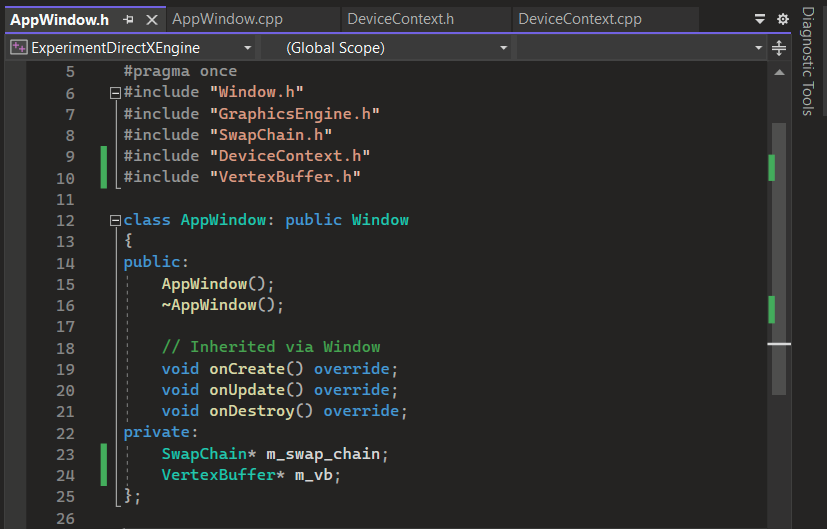
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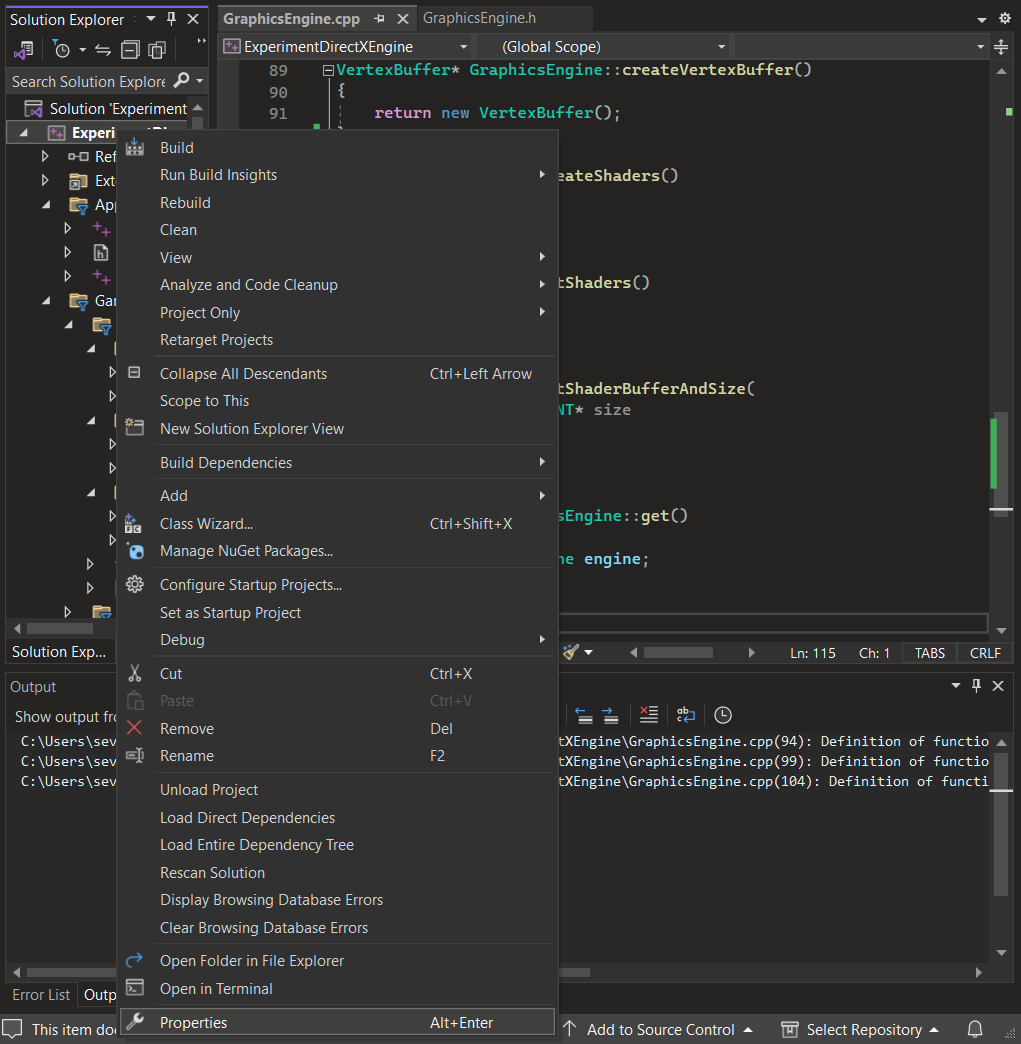
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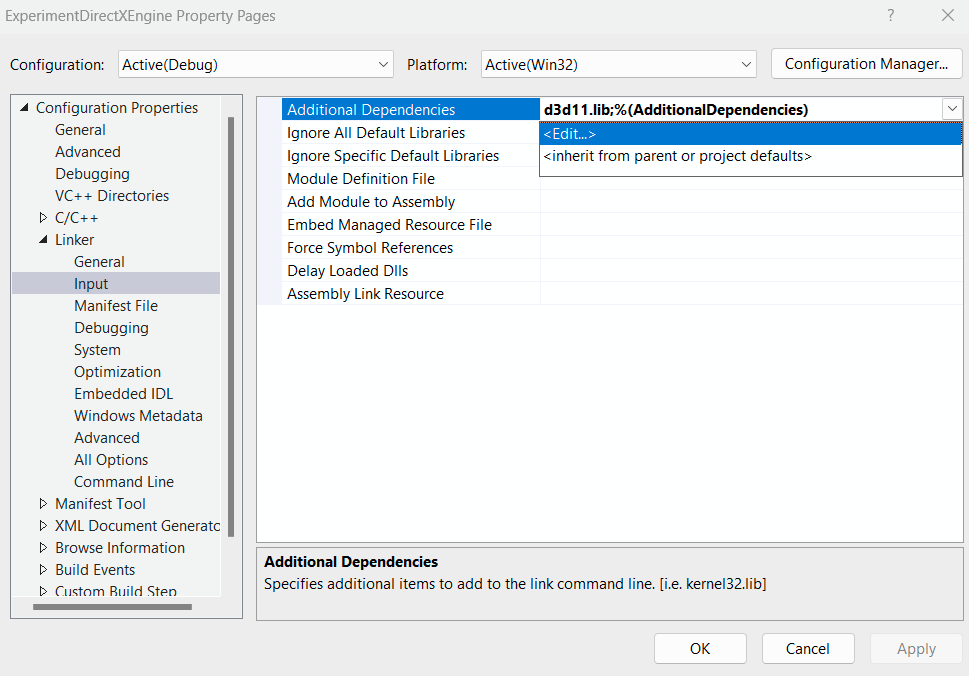


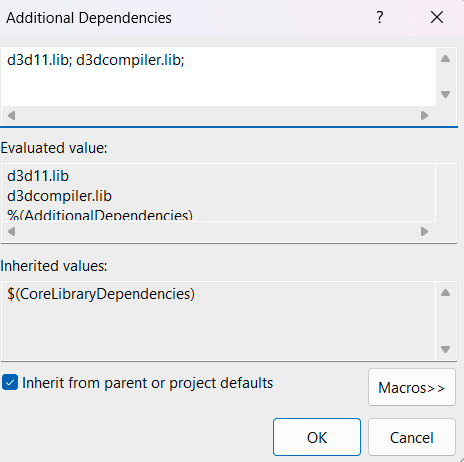
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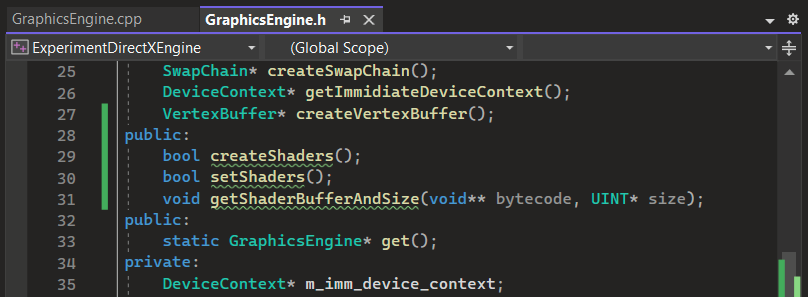
27)

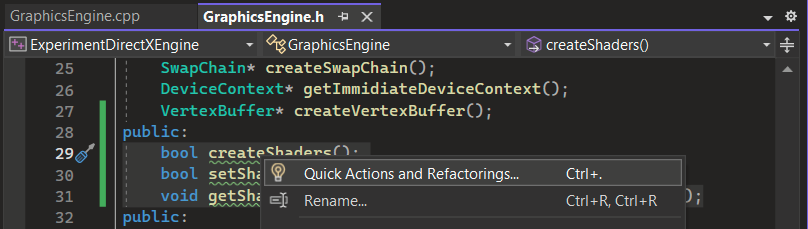


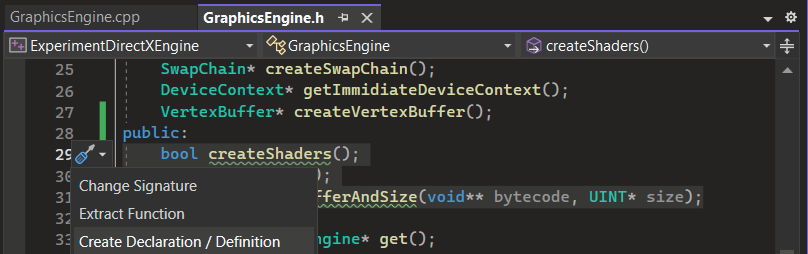


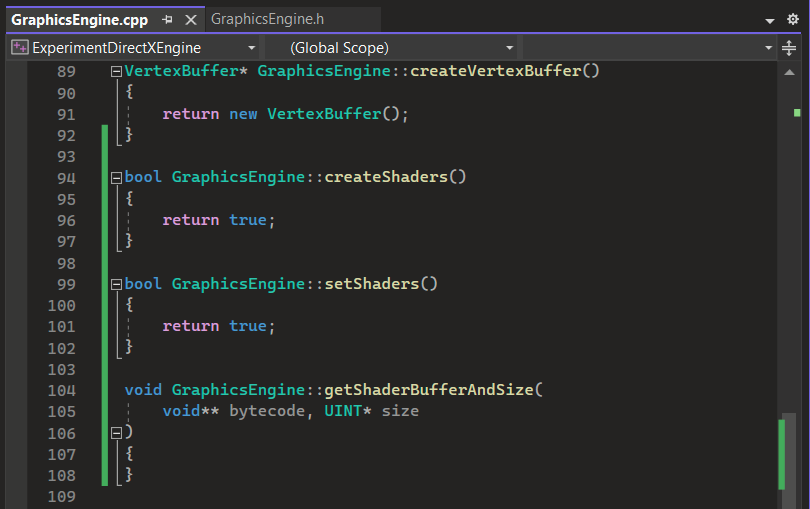


28)

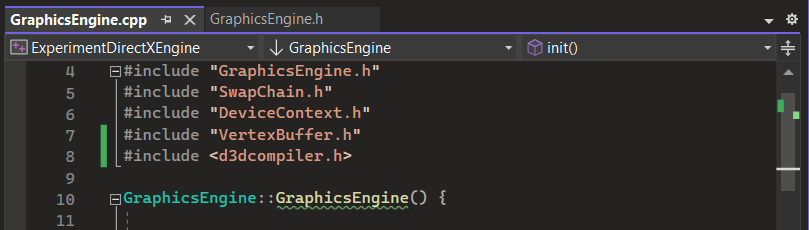




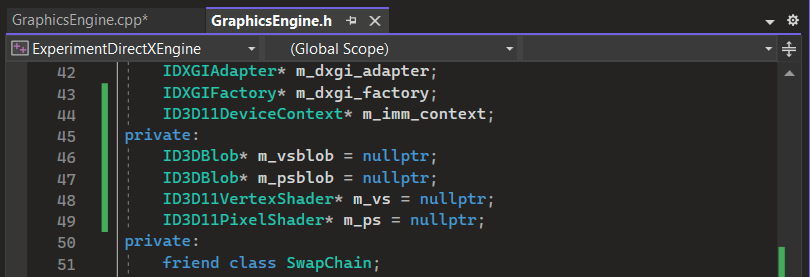




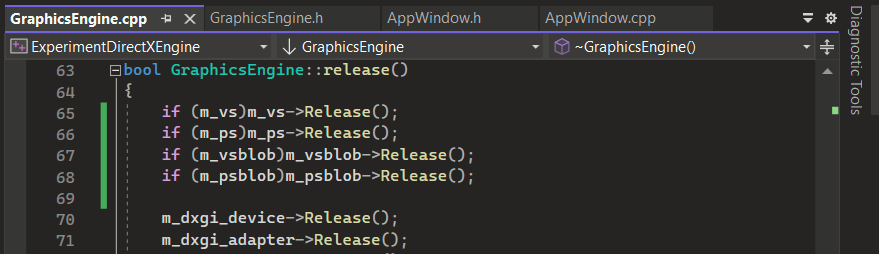
29)



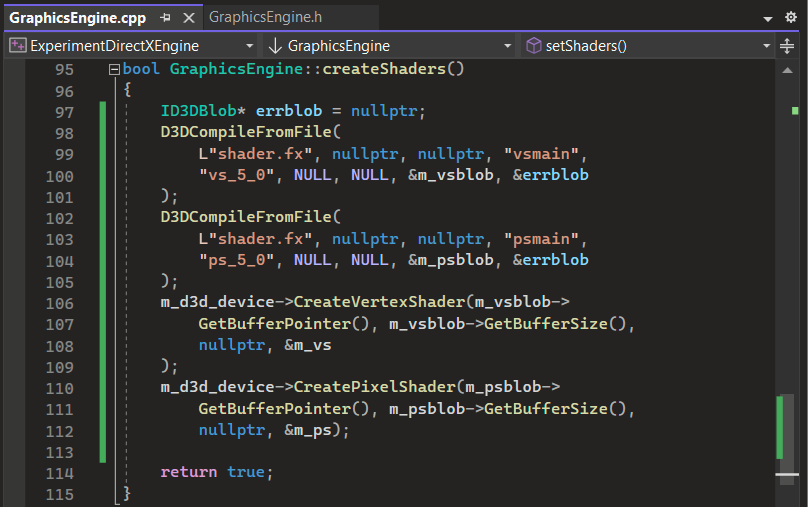
30)



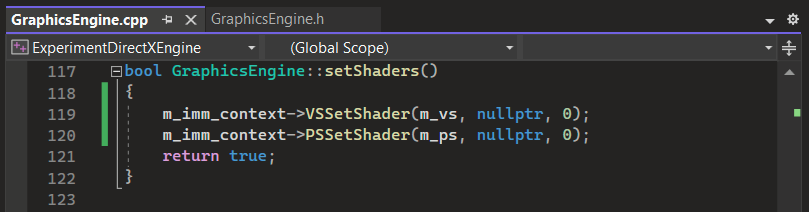
30.1)



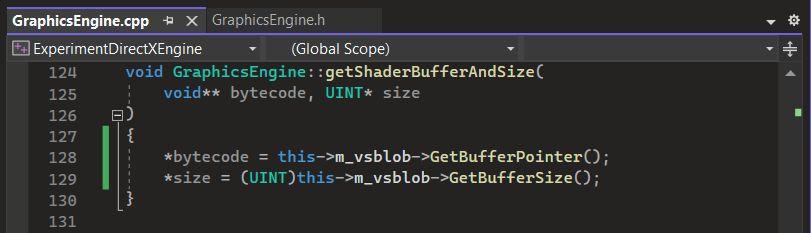
31)



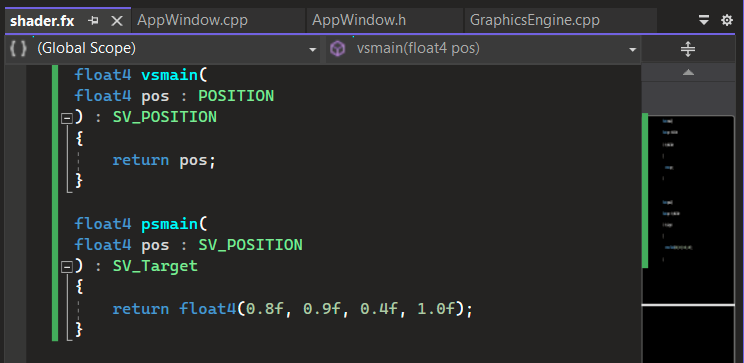
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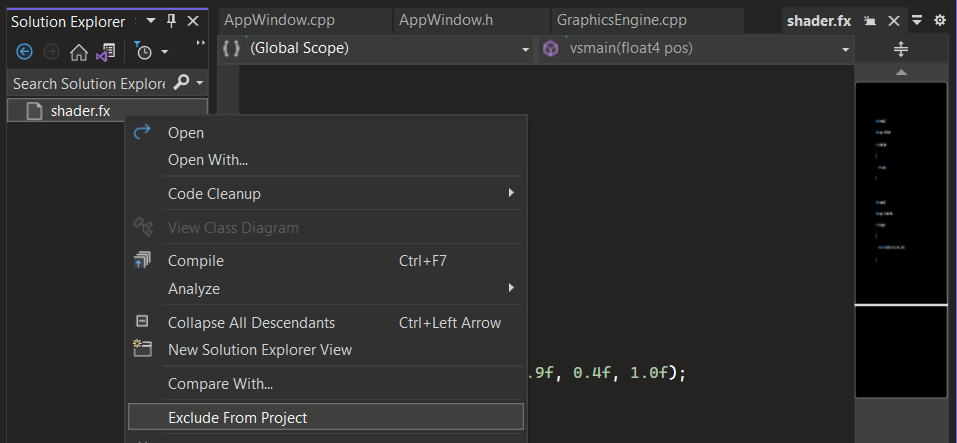


33)

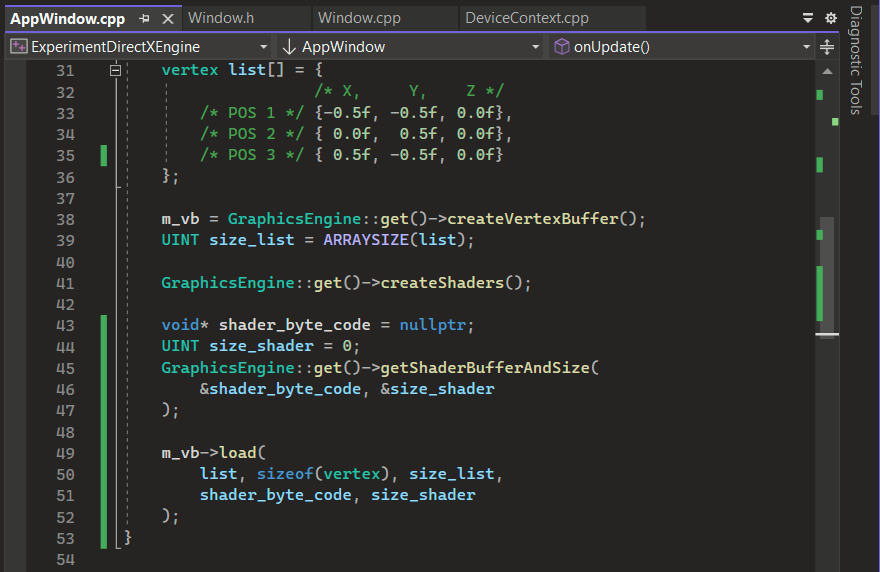


34) downloaded .fx and imported to project because Online template didn’t work

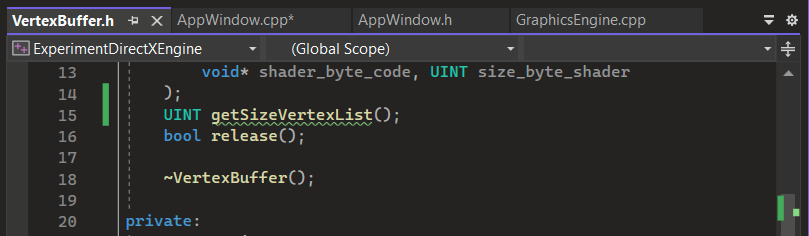


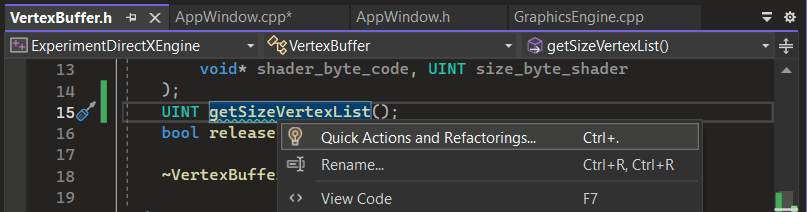


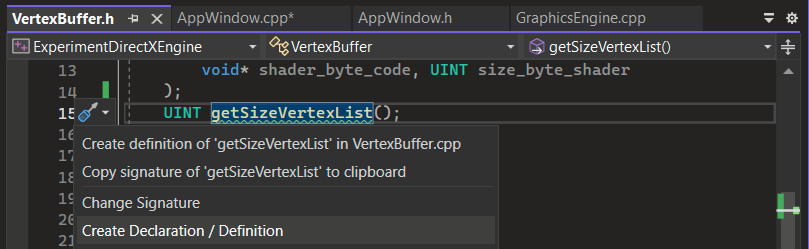
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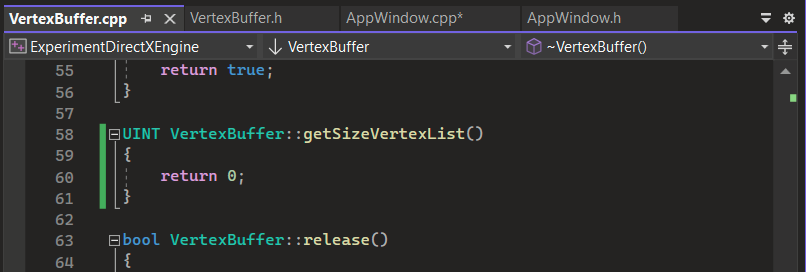


36)

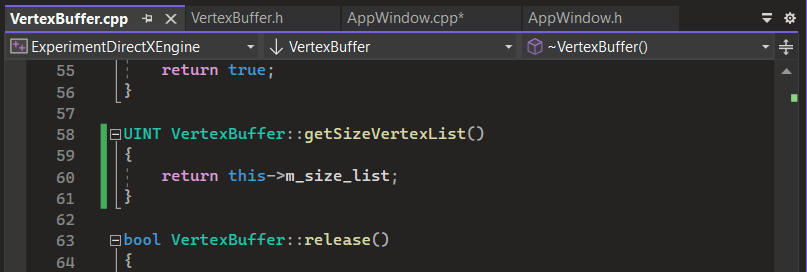




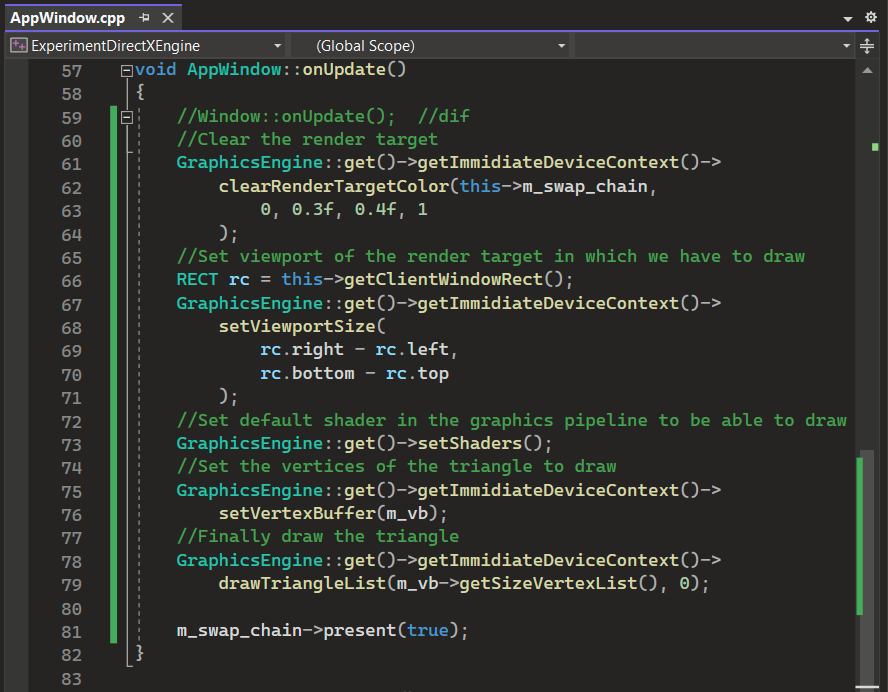




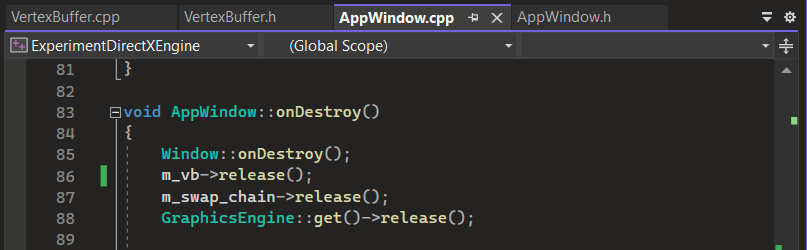
37)



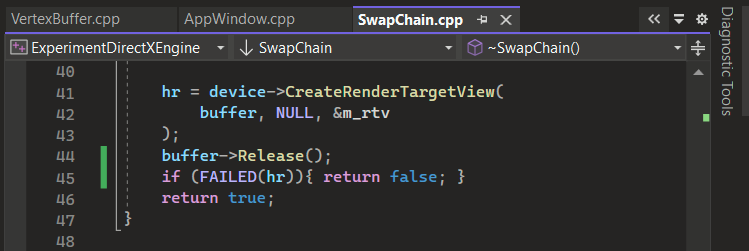
38)



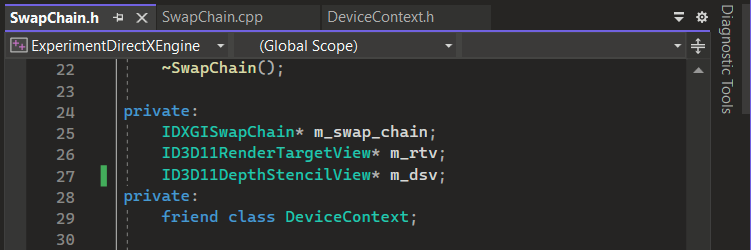
39)



40)



41)



42)

