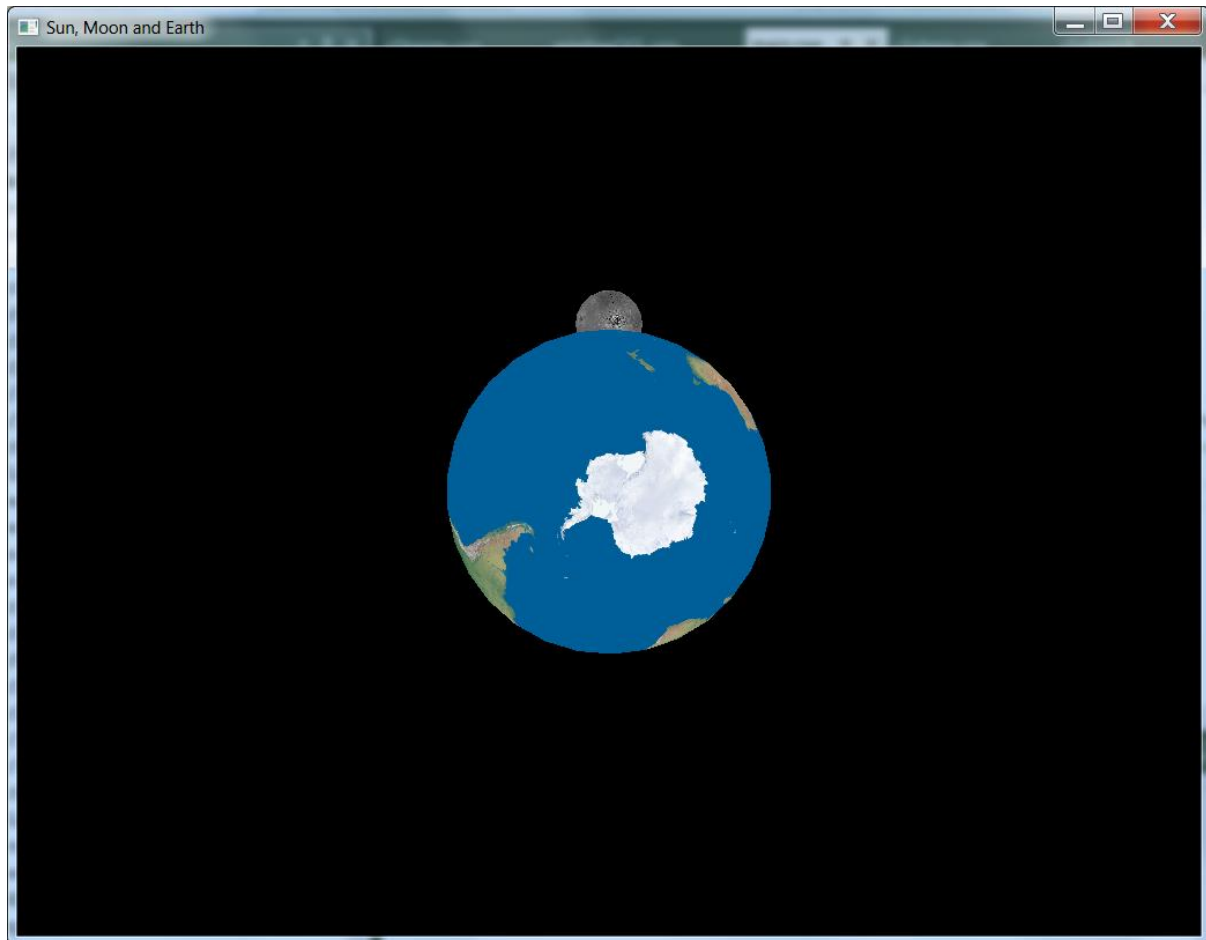## Exercises

Create a new project, load and compile the source code provided. For OpenGL include the following libraries in the project: DevIL, freeglut, ftgl and ILU. Copy the following DLL files to the appropriate Debug folder for your project: DevIL, freeglut, ILU and ILUT. See step by step instructions.

In this example two spheres have been rendered, one textured as the earth and one textured as the moon.

See diagram.

Exercises

1.   Are there any issues with the textured spheres? Fix all issues. Using the wiki page provided write a summary of how your code works giving annotated code examples. Attach your class, .cpp and .h files, to your page.

2.   Make the Moon rotate around the Earth. Using the wiki page provided write a summary of how your code works giving annotated code examples. Attach your class, .cpp and .h files, to your page.