Day 10: Day after mid-term

* Mid-term: how was it? Questions?
  + Loading the models
    - Pay attention to the format: source for the loader, so you can change it, re-write it, whatever
    - Scale might be off, and origin might be off
    - Attenuation especially with small lights
* Quick review of raw pointers
  + Change vector of objects to pointers so:
    - Can call DrawObject() at any point
    - Can have “child” objects
* More lighting:
  + Normals:
    - Normalization
    - Only rotation impacts
      * Limit model/world transforms to only rotation
      * Inverse transpose of matrix
  + Specular:
    - Diffuse and Specular
    - Eye location