CS 450 Project #5
Texture Mapping

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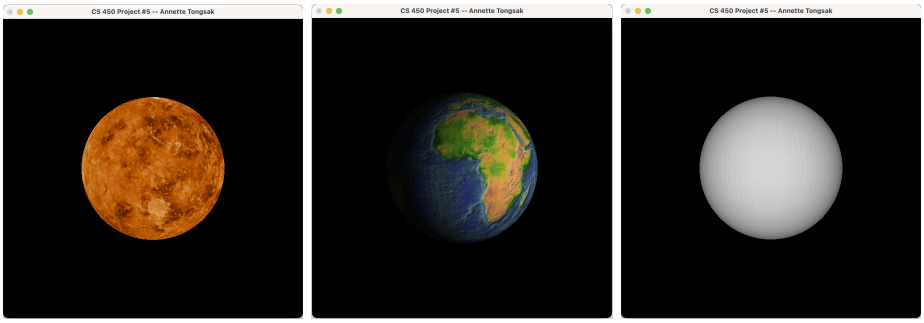

Video link

To create this display, I worked in this order:

1) Initialized and created sphere and planet display lists in InitLists()
    a) SphereDL involves calling the OSU sphere with 100 slices and 100 stacks
    b) Each planet's DL involves accurately scaling SphereDL and binding their respective texture
2) Created global texture IDs
3) Implemented changing planet keyboard controls
4) Created texture objects by generating texture names and binding texture objects to texture data and texture properties in InitGraphics()
5) Implemented on/off lighting keyboard controls for GL_MODULATE
    a) I enabled lighting and animated a point light moving around in a circle around each planet. Each planet's radius of rotation (initial translation on the x-axis) was adjusted to get the correct appearance of the planet being hit by a sun-like light source.
6) Implemented no texture keyboard toggle
    a) This was done by disabling GL_TEXTURE_2D in Display() if 'r' was pressed