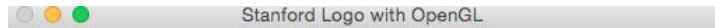


Braden Katzman  
Intro to Computer Graphics and Imaging  
A5  
July 23, 2015

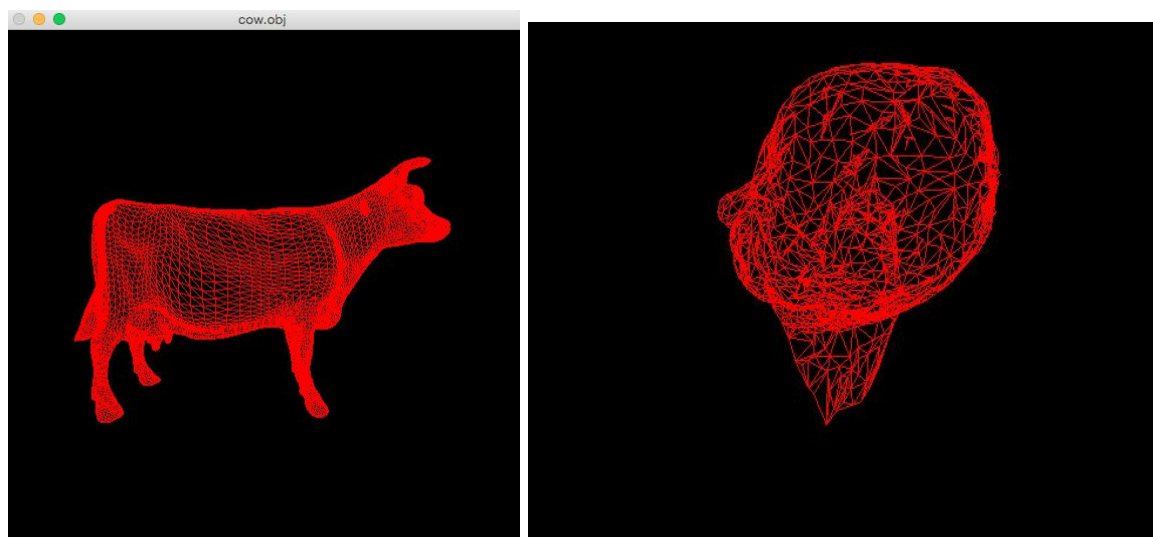
### Part 1

Here is my recreation of figure 2, the Stanford logo:



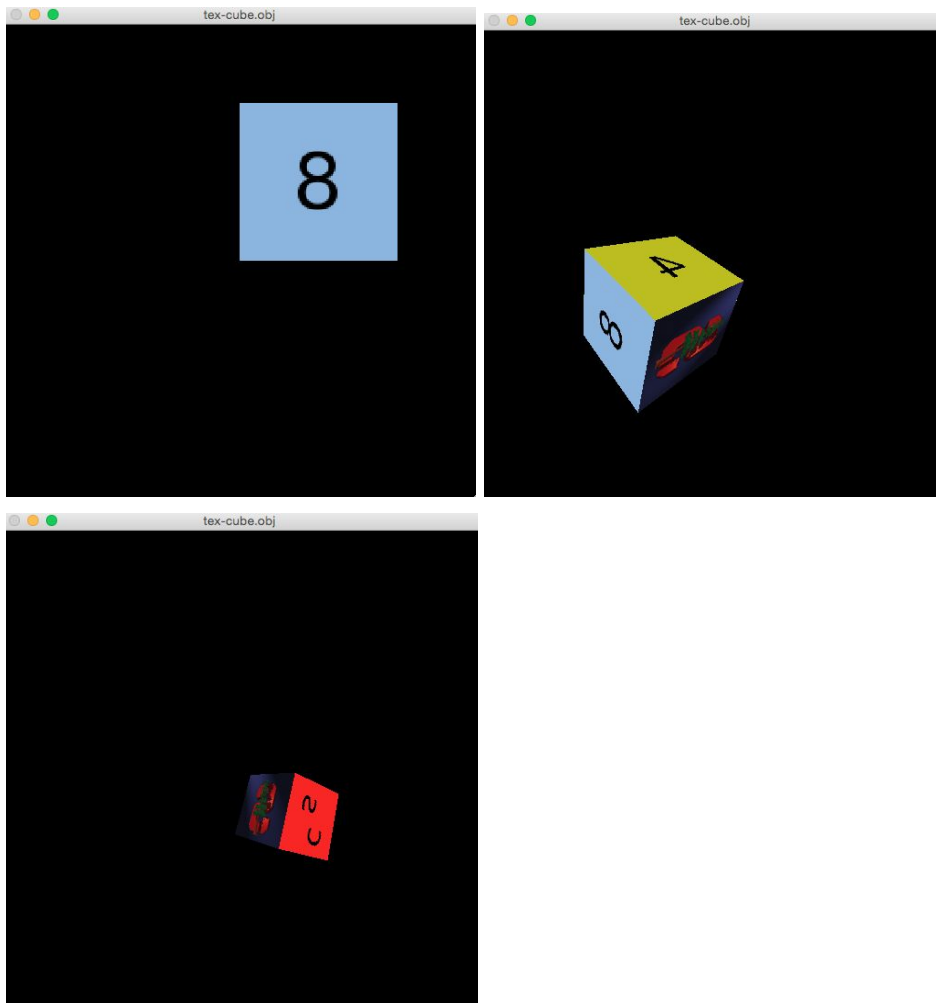
### Part 2.4

Here are the two wireframe meshes that I liked the most:



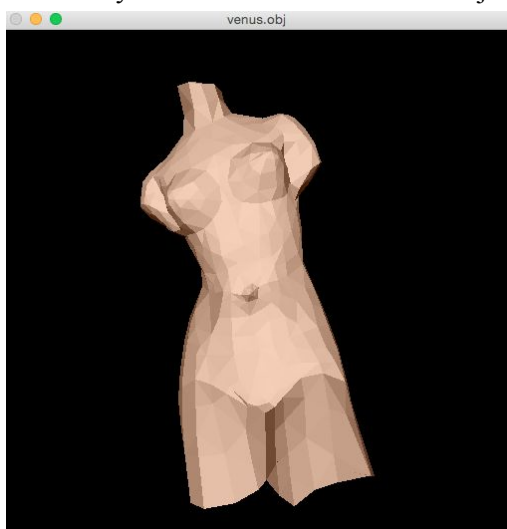
### Part 3

Here are a few pictures of my texture mapped cube:

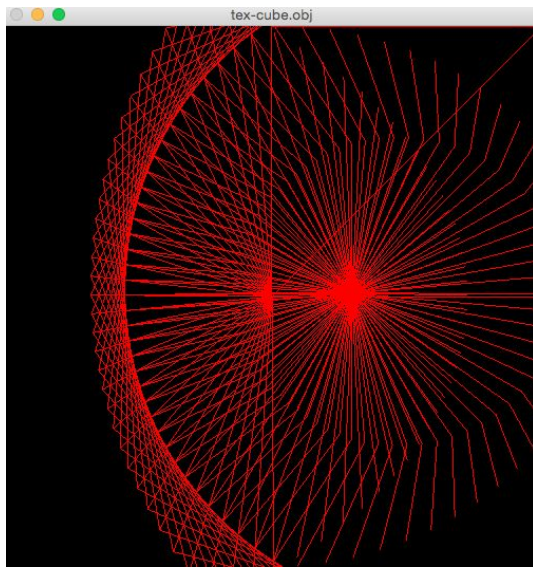


### Part 4

Here is my flat shaded mesh of venus.obj:



Here is a picture of some accidental art that I produced:



- This is my tex-cube rotated about 20 times using my rotate input. This happened because of errors in my display and load method. Enabling methods that should have been called with each iteration of display as transforms were applied were only called once at the end of my load() method causing my object to copy itself in a rotated position