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Rendering Geometry

**Ability to render a plane with predefined vertex information.**

To render a plane with predefined vertex information, I created a function and called it “genPlane”. I first created the indices for the plane by manually inputting them. I created a vector of type unsigned int and initialized it with the numbers: 0, 1, 2, 2, 3, 0.

Next, I created the vertices for the plane. A plane consists of four vertices, so I had to create four different instances of the MeshRenderer class’s Vertex struct and initialize the arguments.

Once I gave each Vertex a position and a color, I created a new vector of type Vertex and called it “vertices”. I initialize the vector with the four Vertex variables I created.

Once the vertices are created, I call the MeshRenderer class’s initialize function and put the indices and vertices variables as arguments.

If the information was correct, then a plane should be rendered in the window.



