Brett Stelly

Rendering Geometry

**Ability to render the procedurally generated sphere with triangle strips.**

To render a sphere with triangles all you have to do is use the glDrawElements function which should be in the MeshRenderer class’s render function. The first argument of glDrawElements should be “GL\_TRIANGLE\_STRIP”. This will render a triangle using triangles. Now all you need to do is call the genSphere function.



