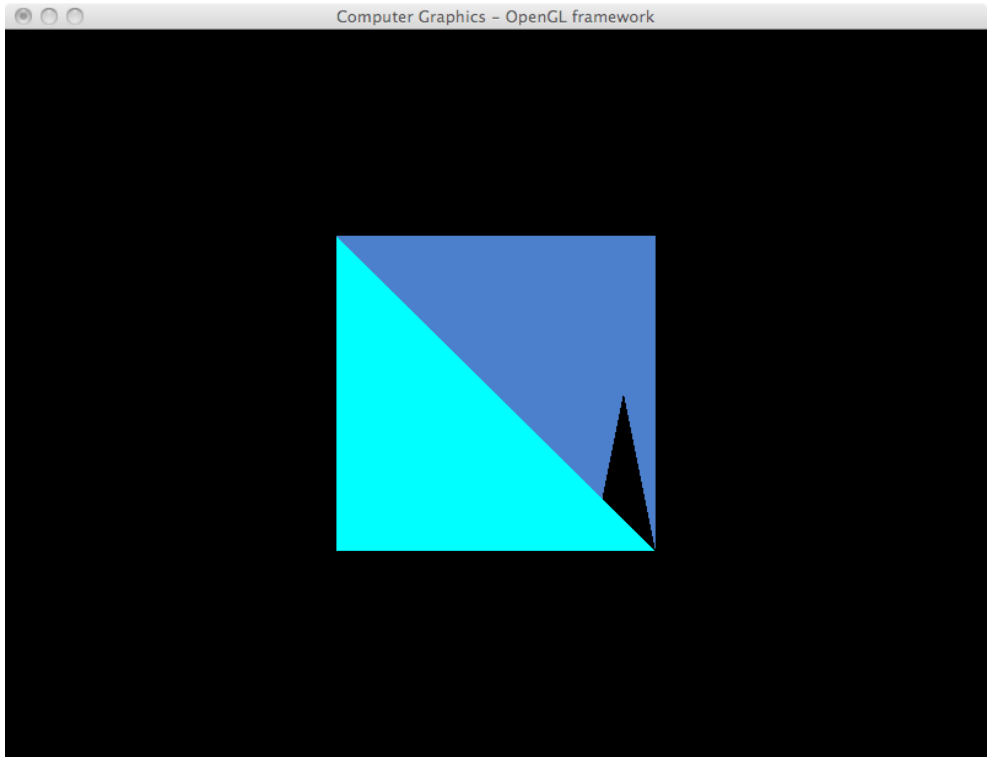
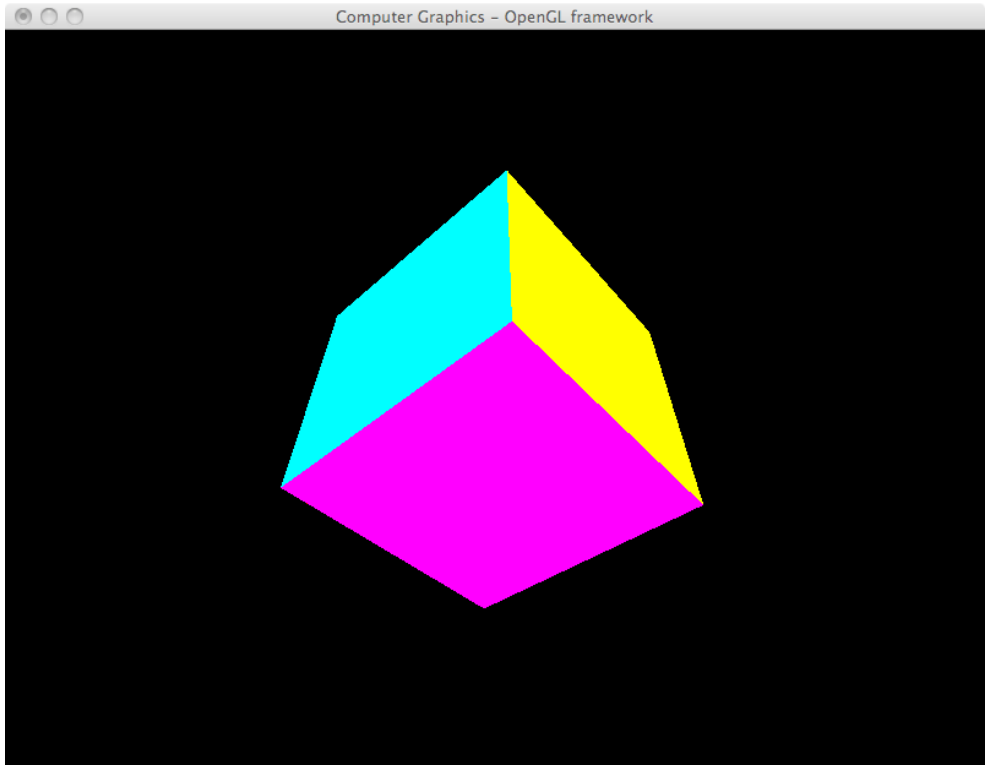


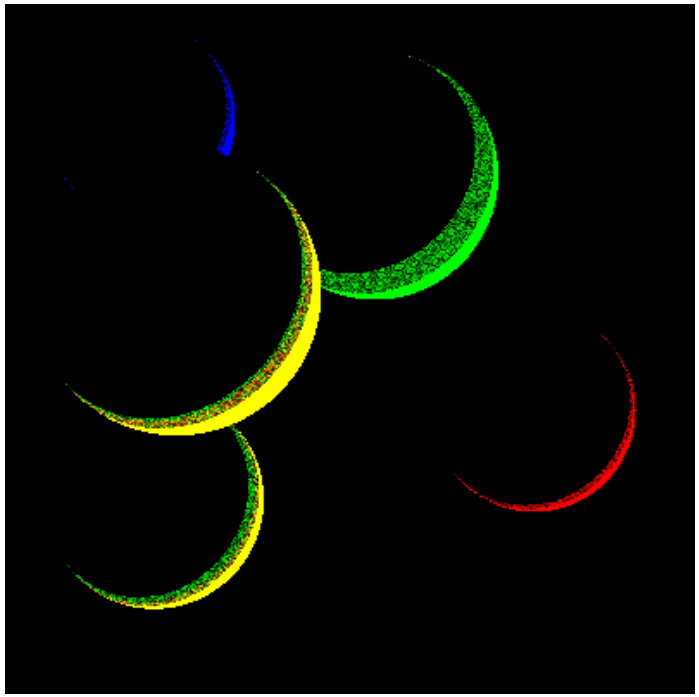
Oops! Quads, but indices for lines...

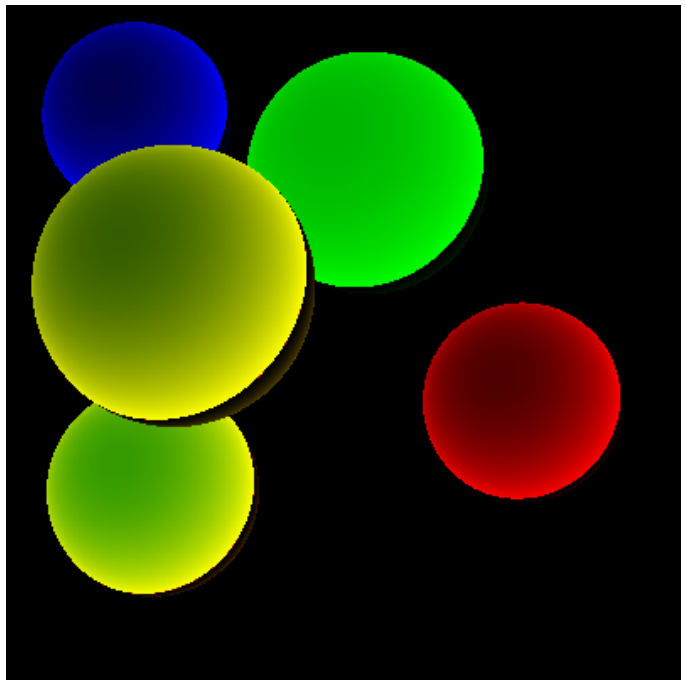
OpenGL (with VBO!)

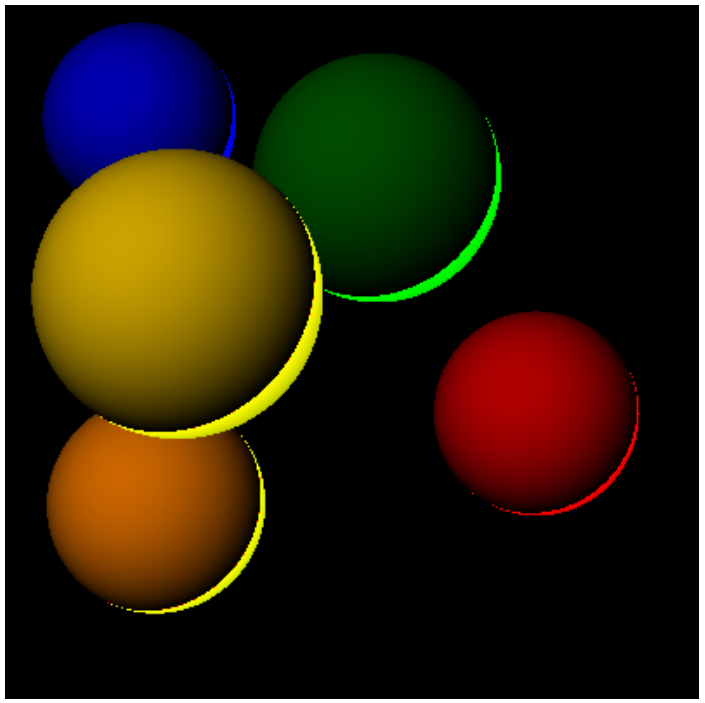


:)

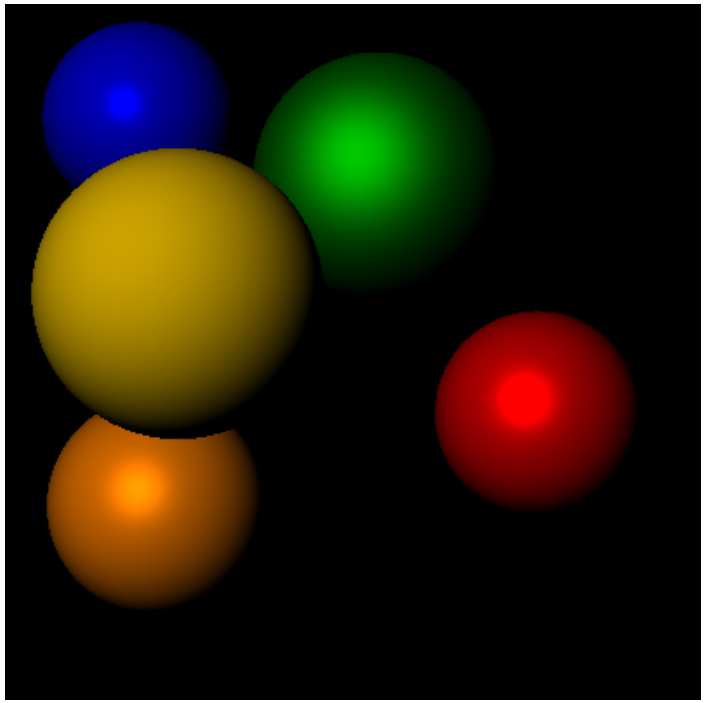
The problem with the standard approach is that the cube rotates in a counter-intuitive way. When rotated 180 degrees upwards, the left-right rotation is reversed!

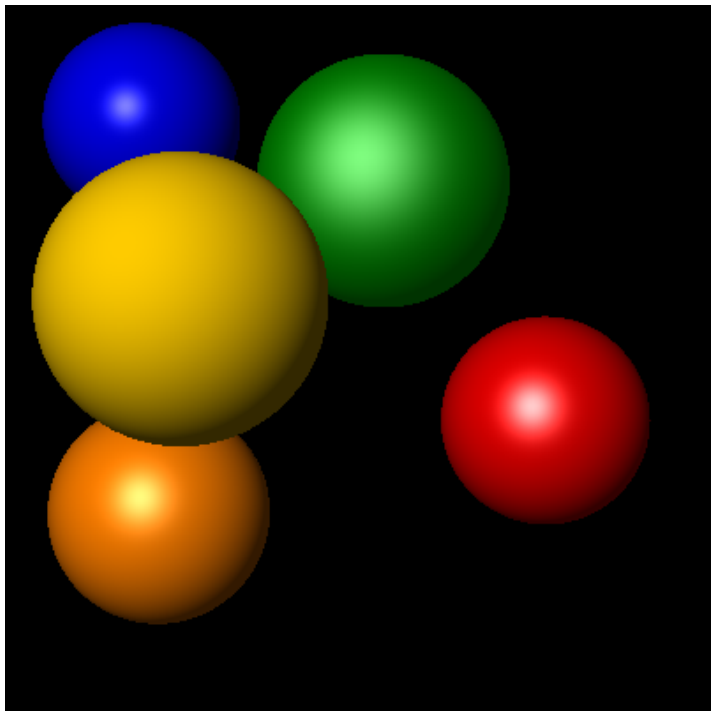
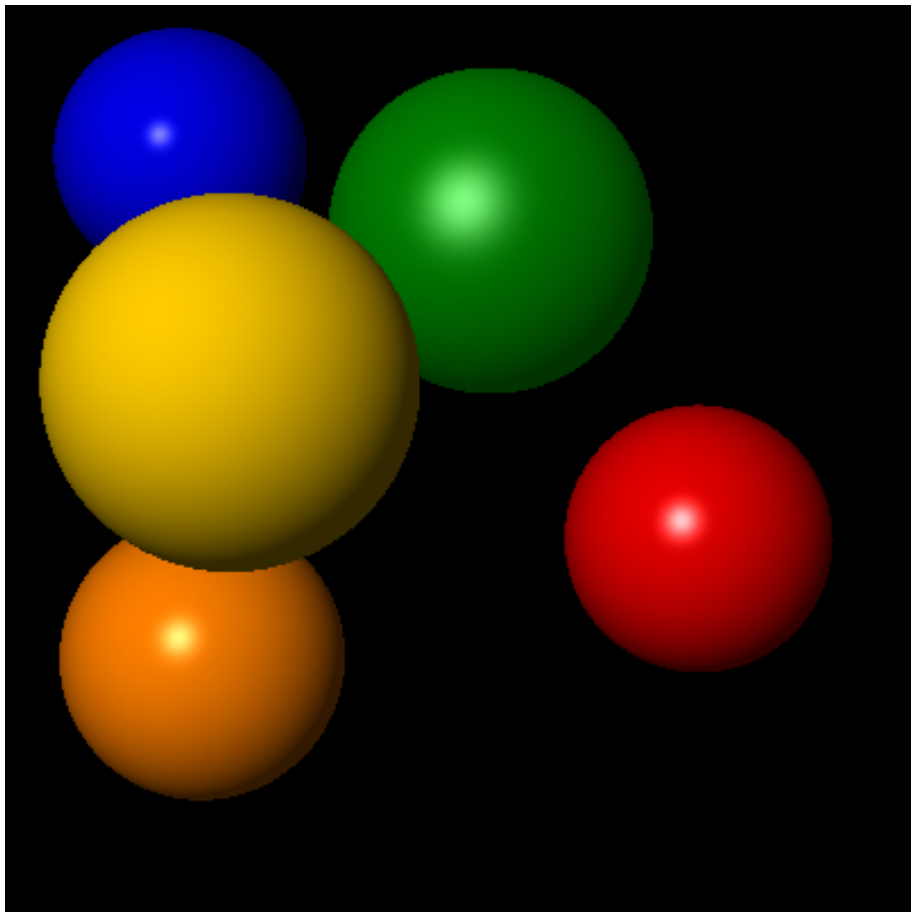
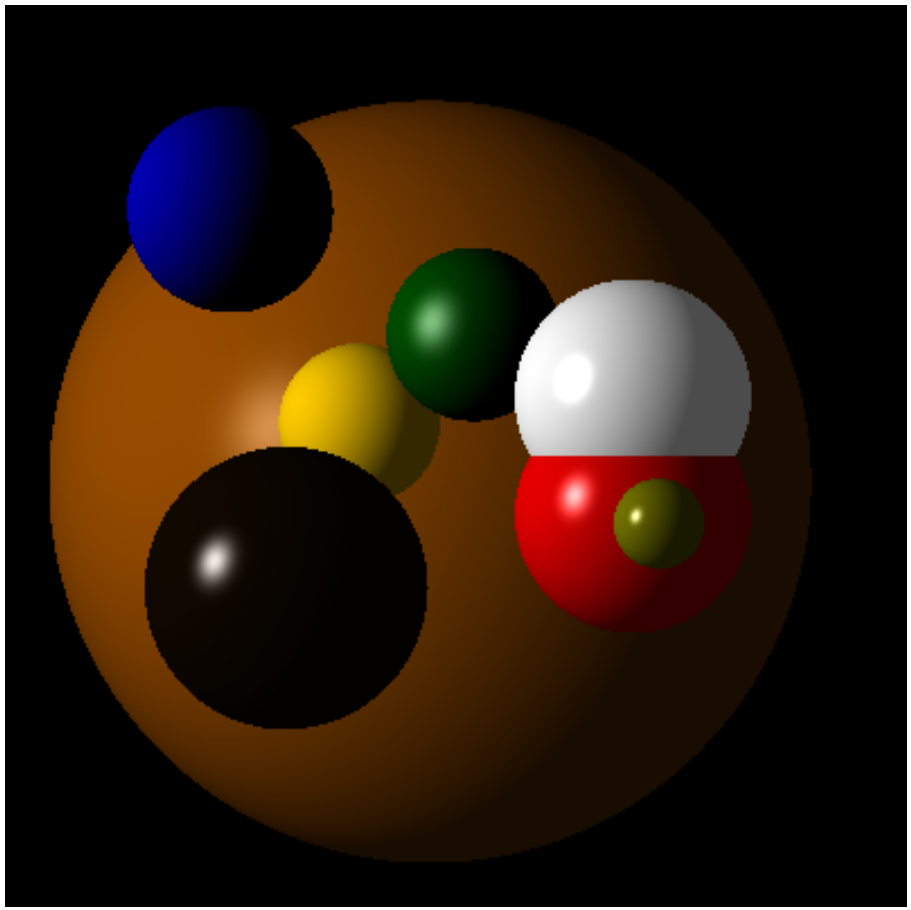






Small mistakes in the lighting or normal calculation can lead to pretty crazy pictures





Same for specular lighting; apparently getting a formula right is harder than I thought