

HW3 - part 1: Vertex Arrays and Display Lists

Due by class Monday, 2/2

Your task

Write 2 programs:

1. Using Vertex Arrays, draw a wireframe cube using `GL_LINES`
2. Using display lists, draw a solid cube using `GL_TRIANGLES` or `GL_TRIANGLE_STRIP` (look it up)

Do not turn anything in. This is the first part of a larger assignment.