

## **Lab 09**

Here we will explore the vertices and underlying structures used to define a 3D Cube. This foundational work will be referenced for the rest of the semester.

1. On the Necker Cube handout, label vertices which are defined in the `vertices` array in `Lab09ColorCube.js` application.
2. Run the code, trying different axes of rotation, do you see a bug?
3. To fix the bug, check the face definitions in the `indices` array, confirming they have the outward facing normal. Remember that the `gl.drawArrays` is using `GL_TRIANGLE_FAN`. When you find the bug, go ahead and fix it.
4. Finally, reduce `numElements` one at a time and then refresh the page, what do you observe?