Lab 05 Geometry shaders

**Fufillment**

* I have met all the requirements for the lab, and even did some extra this time involving mouse input

**Execution**

* I do not believe there should be any unexpected requirements for running

**Controls**

* Pressing the X key will close the application
* Pressing the P key will pause the application, pressing it again will un-pause the application
* Pressing numpad 0 will re-read the config file
* Pressing M, L, T or C will dump engine info to the console, this is pretty much exclusively used for debugging
* Pressing W will rotate BetterDargon to the left, S will rotate him to the right
* Pressing A will tilt BetterDargon forward, D backward
* Pressing Q will roll BetterDargon to the left, E to the right
* Holding space will move BetterDargon forward, in the direction he is facing, releasing will halt movement
* Right clicking and dragging the mouse will turn the camera around BetterDargon
* Scrolling in or out with the mouse wheel should zoom the camera accordingly, up to a minimum or maximum distance
* Pressing j will increase the wireframe distance for dargon
  + It will be altered by less if k is held, and the direction will be negated if shift is held
    - So shift+j is backwards by a lot, j+k is forward by a little, shift+j+k is backward slow
* Pressing 1 will make the second teapot puffier
* Pressing 2 will make it less puffy and invert it (depending on how far you go)
* Pressing N will cycle through the normal hair modes

**Screenshots (NOTE: Humorous comments included deliberately in addition to normal descriptions to make this doc more enjoyable to read. ☺)**

* **Billboards**

**Post-Mortem**

* + blah