Declare the GLSLProgram above the main program (as a global):

```
GLSLProgram *Pattern;
```

At the end of InitGraphics( ), allocate it and setup your shaders:

```
Pattern = new GLSLProgram( );
bool valid = Pattern->Create( "proj05.vert", "proj05.frag" );
if( ! valid ) { . . . }
```

Use it in Display( ):

```
Pattern->Use( );
Pattern->SetUniformVariable( ...

Draw the object here

Pattern->Use( 0 );
```

Tips on drawing the object:

- If you want to use s and t coordinates in your shaders, the object had better have s and t coordinates assigned to its vertices
- If you want to use surface normals in your shaders, the object had better have surface normal assigned to its vertices
- Be sure you explicitly assign *all* of your uniform variables
- The glutSolidTeapot has been textured in patches, like a quilt
- The MjbSphere( ) function from the texturing project will give you the best sphere