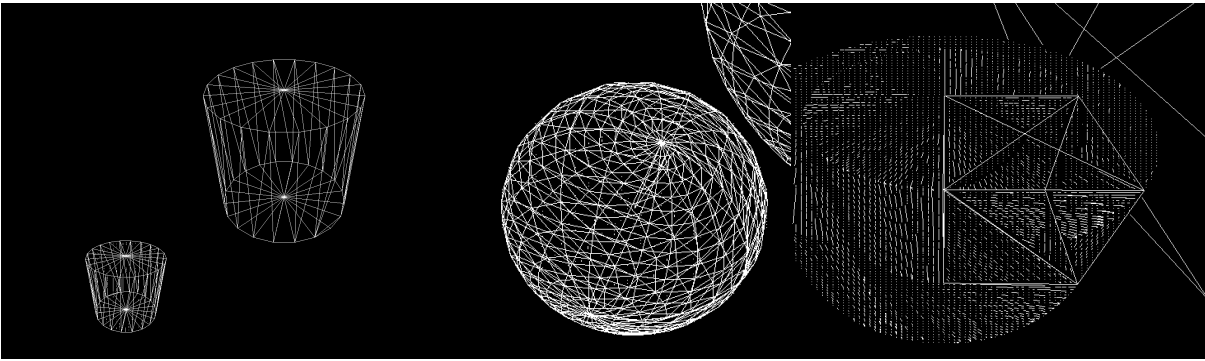


My program generates the wire meshes of a cube, a cylinder, and a sphere.



For the cylinder, first I created the bottom circle of vertices, and added the faces, then created the second circle of vertices, and added the faces. The final step was connecting the vertices to make the sides.

For the sphere, I followed the pseudocode in the slides provided to produce the mesh.

My program can read a .OBJ file and display it to the screen. It includes support for vertices and faces. I iterated over the file content line by line, and sorted the vertices and the faces as appropriate.

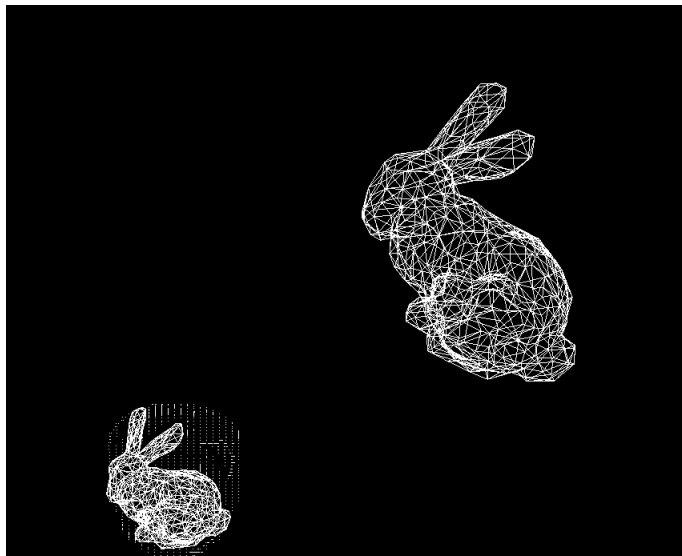


Figure 1- reading OBJ format

My program has a write to .OBJ format function as well, by iterating over the vertices and then the faces and putting 'v' and 'f' respectively in front of the line. It needs improvement.

