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Project #6:
The Cat Menagerie

- *What you did and explaining why it worked this way*
    - For this assignment I wanted to work with texturing along with cube mapping to make a scene. At first applying the texturing was a bit difficult just due to how my ordering with the cubemap and texture for the cat was wonky at first. For example it wouldn't load my example.bmp but would instead load the wc.bmp connecting the cubemap to the texture of the cat. However after looking through the lecture sides I noticed how the ordering was to define the cat texture beforehand before announcing the texture for the cubemap. The second issue I faced was the position of the cat floating in the center. After playing around with the vert and subtracting certain amounts to the gl_position I was able to get a satisfactory position for my cat. However when attempting to create a slider for it just like the pleats assignment to move along the x and y axis, it was proven to be difficult due to the difference in the type of variable and the conversion. And there were not many resources containing glman that could answer my question efficiently. My original plan was to create a cat that would use refraction for the cubemap however I thought this would be too similar to that of the curtain assignment so decided against it.