

```
// Example of use:      torus = getTorus(200,100,32,32);
PShape getTorus(float outerRad, float innerRad, int numc, int numt) {

    PShape sh = createShape();
    sh.beginShape(TRIANGLE_STRIP);
    sh.noStroke();

    float x, y, z, s, t, u, v;
    float nx, ny, nz;
    float a1, a2;
    int idx = 0;
    for (int i = 0; i < numc; i++) {
        for (int j = 0; j <= numt; j++) {
            for (int k = 1; k >= 0; k--) {
                s = (i + k) % numc + 0.5;
                t = j % numt;
                u = s / numc;
                v = t / numt;
                a1 = s * TWO_PI / numc;
                a2 = t * TWO_PI / numt;

                x = (outerRad + innerRad * cos(a1)) * cos(a2);
                y = (outerRad + innerRad * cos(a1)) * sin(a2);
                z = innerRad * sin(a1);

                nx = cos(a1) * cos(a2);
                ny = cos(a1) * sin(a2);
                nz = sin(a1);
                sh.normal(nx, ny, nz);
                sh.vertex(x, y, z);

            }
        }
    }
    sh.endShape();
    return sh;
}
```