

graphics notes 3/23/16

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```
generate_sphere(points, ...)  
points[ $P_o P_1 P_2 P_3 \dots P_{99}$ ]  
edge_Matrix[ $P_o P_o, P_1 P_1, P_2 P_2, \dots$ ]  
Use identical points as edges to draw Points, not really lines
```