

## **TDT4195 LAB 3**

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There doesn't seem to be a lot to write a report about in this lab.

All the RenderScenes were based on the scene 4 provided, the only thing needed to do was to add more datapoints to `g_vertex_buffer_data` and increase the number of datapoints `glDrawArrays()` draws.

Rotation and translation for all scenes is handled in `Idle()`. Translation direction is reversed once 500ms has passed since last reversing, for both cases.