**Final – Water Pong - Reference Sheet:**  
Michael Panighetti

Texture References:

\* - 2014 Rich Barnes/Getty Images - Jim Boeheim Image

\* - Denis Tangney Jr/Getty Images - Photo of Crouse College Building

\* - Blakeway Worldwide Panoramas, Inc. - Photo of Duke vs. SU Basketball

\* - Well Woven 2023 - wellwoven.com - Rug Print

\* - Adobe Stock Images - Ursula Page - stock.adobe.com - Wall Chair Rail

\* - Adobe Stock Images - Viktoriia - stock.adobe.com - Bamboo Wood Tabletop

\* - Syracuse University Logos - syracuse.edu

\* - Sports Illustrate - Carmelo Anthony Cover 2003 - Getty Images

Other References:

* Adapting class example programs – i.e. External Texture Loading, Parameterized swept surfaces, Color Picking, etc. Some used again from last project.
* Difference between Sleep() and sleep() from Windows to Apple found at: <https://www.geeksforgeeks.org/sleep-function-in-c/> - Line 805 in Main.