- I used Mac OS
- I asked David Berthiaume how the CurvePoint struct worked and they showed me that CurvePoint has CurvePoint.P and CurvePoint.T
- The GLM library (?) was useful
- For some reason my code renders the teapot correctly, and shows the control points + tangent lines of the curves (+ toggles and converts bases) correctly but does not show the curve itself? It used to work before but I might have changed something (I'm guessing in InitCurve()? Like maybe the color for my lines is wrong (perhaps there's something wrong with the material component I added).
- I didn't do the extra credit
- I think this assignment was too overwhelming – I wish there was more guidance throughout this whole process.