

## A09 – Make the objects

The current application contained in `index.html`, creates five flat objects: a triangle, a square, a small child drawn house, a hexagon, a circle (approximated by a 64 sides polygon) and a star. Models are created in file `models.js`. In particular, it uses the procedure `addMesh()`, that receives as parameters the vertex buffer (an array of three-elements array with the coordinates of the vertices), the index buffer (an array of indices in the vertex buffer), and an RGB color (a three-elements array, with the value of the red, green and blue components of the color, each one in the 0-1 range). Primitives are encoded as indexed triangle lists.

Modify the procedure to encode, instead of the currently define objects: a square pyramid, a cube, a small Monopoly house, a cone, a cylinder and a sphere.

In the application, the mouse turns the view, and the slider at the bottom of the page can be used to change the objects being displayed. To help you in the creation of objects, it is possible to toggle a wireframe view pressing the space bar key.