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Assignment 2 Written Report

I implemented the core functionality:

- generated triangle meshes from simple primitive shapes (cubes, spheres, and cylinders)
- wrote the meshes to a file format such as .OBJ
- read meshes from .OBJ files and displayed them
- textured the meshes and displayed them

I implemented the advanced functionality:

- generated and displayed the textured meshes of other primitives such as a torus