四种纹理，分别是luweiqi 文件的四张图

四种材质，分别是luweiqi.txt 的

2098个顶点坐标

1098个贴图坐标

2446个法线

模型分组数量是4

缩放 1.0 1.0 1.0

submodel 三角形数量

索引

151 个三角形

1. 使用材质1

九个数字 顶点编号+贴图坐标编号+法线编号\*3个点

631

2

1919

3

185

4

文件指针

<https://blog.csdn.net/u012348774/article/details/79510771>

<https://bbs.csdn.net/topics/110015231>

[**http://staff.ustc.edu.cn/~tongwh/**](http://staff.ustc.edu.cn/~tongwh/)

[**http://staff.ustc.edu.cn/~tongwh/CG\_2012/**](http://staff.ustc.edu.cn/~tongwh/CG_2012/)

[**https://learnopengl-cn.readthedocs.io/zh/latest/01%20Getting%20started/08%20Coordinate%20Systems/**](https://learnopengl-cn.readthedocs.io/zh/latest/01%20Getting%20started/08%20Coordinate%20Systems/)

[**https://blog.csdn.net/shimazhuge/article/details/25135009**](https://blog.csdn.net/shimazhuge/article/details/25135009)

**坐标系**

[**https://blog.csdn.net/gqkly/article/details/51113781**](https://blog.csdn.net/gqkly/article/details/51113781)

**滑块**

[**https://blog.csdn.net/weiwei9363/article/details/51680491**](https://blog.csdn.net/weiwei9363/article/details/51680491)

**stb**

[**https://blog.csdn.net/csxiaoshui/article/details/27543615**](https://blog.csdn.net/csxiaoshui/article/details/27543615)

[**https://learnopengl-cn.github.io/01%20Getting%20started/06%20Textures/#\_5**](https://learnopengl-cn.github.io/01%20Getting%20started/06%20Textures/#_5)

[**http://wiki.jikexueyuan.com/project/modern-opengl-tutorial/tutorial16.html**](http://wiki.jikexueyuan.com/project/modern-opengl-tutorial/tutorial16.html)

**纹理贴图**

[**http://www.cnitblog.com/linghuye/archive/2005/08/13/1845.html**](http://www.cnitblog.com/linghuye/archive/2005/08/13/1845.html)

**常见的错误**