CG Programming - S0006E - 2016
Week 2

Mesh Resources

1. Design a class to represent a mesh

   - Create a new *MeshResource* class that will be used later on to represent a mesh when rendering.
   - It has to contain at least a vertex buffer, index buffer, and vertex attributes.
   - Add support for binding the contained buffers and attributes.

2. Use the *MeshResource* designed earlier

   - Create a quad using the earlier designed *MeshResource* and render it with alternating green and blue corners on the screen.

3. Modify the position

   - Rotate the quad from the earlier task on the screen using your math library.
   - Rotation is to be continuous (the quad rotates slowly).
   - Add continuous movement to the quad around on the screen from left to right and back.

Delivery

Commit your complete project to a dedicated folder inside your SVN repository (e.g. S0006E/assignment) and upload the number of the revision to the fronter rooms submission folder.
Deadline 2016-09-16 12:00