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CS321

1. For the first part of the assignment I copied the fly over from assignment 3 and made the user able to use the arrow keys to move the viewer around in the scene.
2. The second part I modified the imageTexture program to make cubes one that is colorful, one that is ‘pixelly’ and one that is an image of a cartoon character, because I thought it had to be a 256x256 image and it was the first on I found.