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Dimpled Cube – It creates a 1 by 1 cube with the inner vertices coming together at (0,0,0).

Half-cube – Creates a normal cube that is cut diagonally in half.

Pyramid – Creates a pyramid around the origin.

Star – Creates a star like object, built by 6 pyramids around a square.

Pyramidpt2 – is modeled from the Pyramid program and takes user input for scaling and translating.

3OnOne – half-cube, Pyramid, and star all on one canvas and rotating about the axis.