**References:**

Srand seeding: <http://www.cplusplus.com/forum/beginner/22286/>

I read through this since I couldn’t recall how to get a different randomization each time the program was run. I lifted the srand(time(NULL)) but nothing else.

Additional Lighting and Materal Resource: <https://cs.brynmawr.edu/Courses/cs312/fall2010/lectures/gl_05.pdf>

No code was copied from here, but I read through it for some advice on setting normals and some extra details such as emissive light.

Obtaining RGB Values From A Pixel:

<https://stackoverflow.com/questions/8000921/how-to-get-color-from-the-pixel-opengl>

I read through this while working on the code for reading pixels, but didn’t take any code.

Texture Rotating With GlutSolidSphere:

<https://gamedev.stackexchange.com/questions/46931/texture-will-not-rotate-with-glusphere>

When struggling to make the skybox rotate I looked up this information. I took the advice “try a different parameter in the glTexGeni i.e. GL\_OBJECT\_LINEAR,” and while it isn’t the perfect solution it was far better than the current solution, so I took that suggestion.

**Textures (Excluding sky from book’s code):**

Wallpaper1: <http://mobileimages.lowes.com/product/converted/100320/1003200368.jpg>

Wallpaper2: <https://cdn.shopify.com/s/files/1/2117/1765/products/s-l1600_3_043f142c-f24e-45cc-a88f-34c20e52cc17_4000x@3x.progressive.jpg?v=1565349614>

Wallpaper3 (I never used this but it’s in the code): <https://www.thefabricco.com/media/catalog/product/cache/1/image/265x265/9df78eab33525d08d6e5fb8d27136e95/2/9/2904-25670.jpg>

Curtain: <https://i.pinimg.com/originals/c7/73/f8/c773f80a9475e7686db59429652267f7.jpg>

Carpet: <https://images.thdstatic.com/productImages/6ee9f168-50ea-4a65-a9bc-41a82f432158/svn/cadet-blue-lifeproof-texture-carpet-0561d-22-12-64_1000.jpg>