Web GL Fun

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# TODO

* Fix Shader.SetUniform
* Migrate to a better Linear Algebra Library or RollMyOwn (vec4(1.0), vec4(1,0,0,1), mat4(1.0), matrix.translate(vec3), vec4(vec3, 1.0), etc.) blegh
* CalculateNormals
* Sphere
* Load External Mesh from Blender Exporter