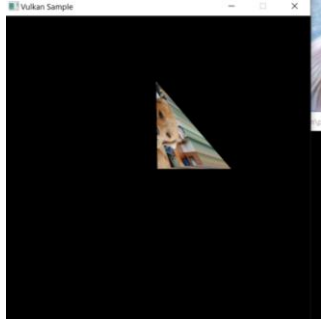


Miao Zhou

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Video Link:

https://media.oregonstate.edu/media/t/0_0bsmux5i



In this project, I draw using both a Vertex Buffer and an Index Buffer.

Keyboard Keys:

'i' Toggle using a vertex buffer only vs. a vertex/index buffer

'l' (ell) Toggle lighting on and off

'm' Toggle display mode (textures vs. colors)

'r' Toggle rotation-animation and using the mouse

Esc, 'q' Exit the program