Project 1: Cubes
Due date: 11:59 PM on Tuesday, January 31
How to hand in: cs224_handin cubes


For this project (and the next few), you'll be working on mesh-related projects from the Graphics Codex. The Graphics Codex assumes you will use G3D, so it's highly recommended to install G3D on your local machine.

To do this, follow the instructions at http://g3d.cs.williams.edu/g3d/G3D10/readme.md.html.

This project is intended to get you familiar with the architecture of G3D. To complete the project, you should follow the specification on the website. Additionally, you must either:
- Understand every line of your C++ code, and say so.
- Describe specifically what you don't understand. You should indicate which lines don't make sense and why.

It's fine to work with other students on this part of the assignment, but be sure you really know each piece of the code.