

**CS4344: LAB EXERCISE 5**

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For square:

- Add an additional **Vertex** :  
 $\{0,0,0, 3,0,0, 0,3,0, \mathbf{3,3,0}\}$
- Add an additional **Normal**.
- Set the **Strip Length** to 4.

Remove Culling:

Change the **PolygonMode**.

Add it to the **Appearance**.

Refer slide : 35

Additional Exercises (Define a 3D-Cube):

Refer Slides: 36 - 37