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Exercises 2

1. Do exercise 3.1 in Clevenger and Gordon. Do add animation by sending the angle to the vertex shader in a uniform variable. Use *two* rotations (on different axes and with different angular speeds) and apply both to the generated position before sending it to `gl_Position`, to get a more tumbling effect.

2. Do exercise 4.1 in Clevenger and Gordon. For instance, you may create a tetrahedron (pyramid with triangular base). Or (longer) create a "star" type object by patching together six pyramid (square base version) tops around a cube center.

3. Do exercise 4.3 in Clevenger and Gordon. You may want to move the camera a bit to see more of the scene.