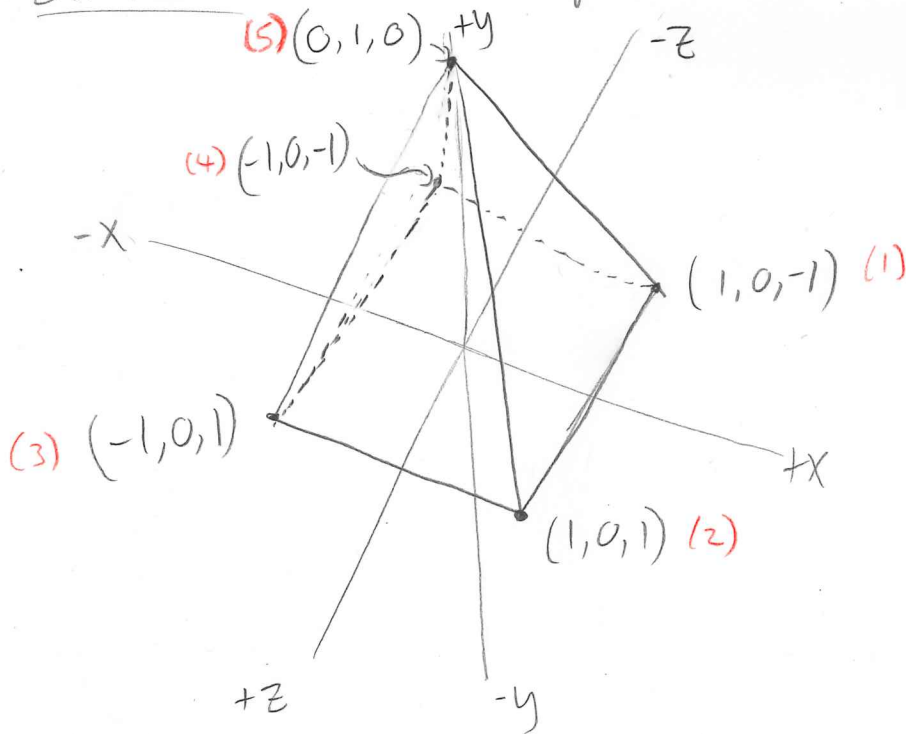
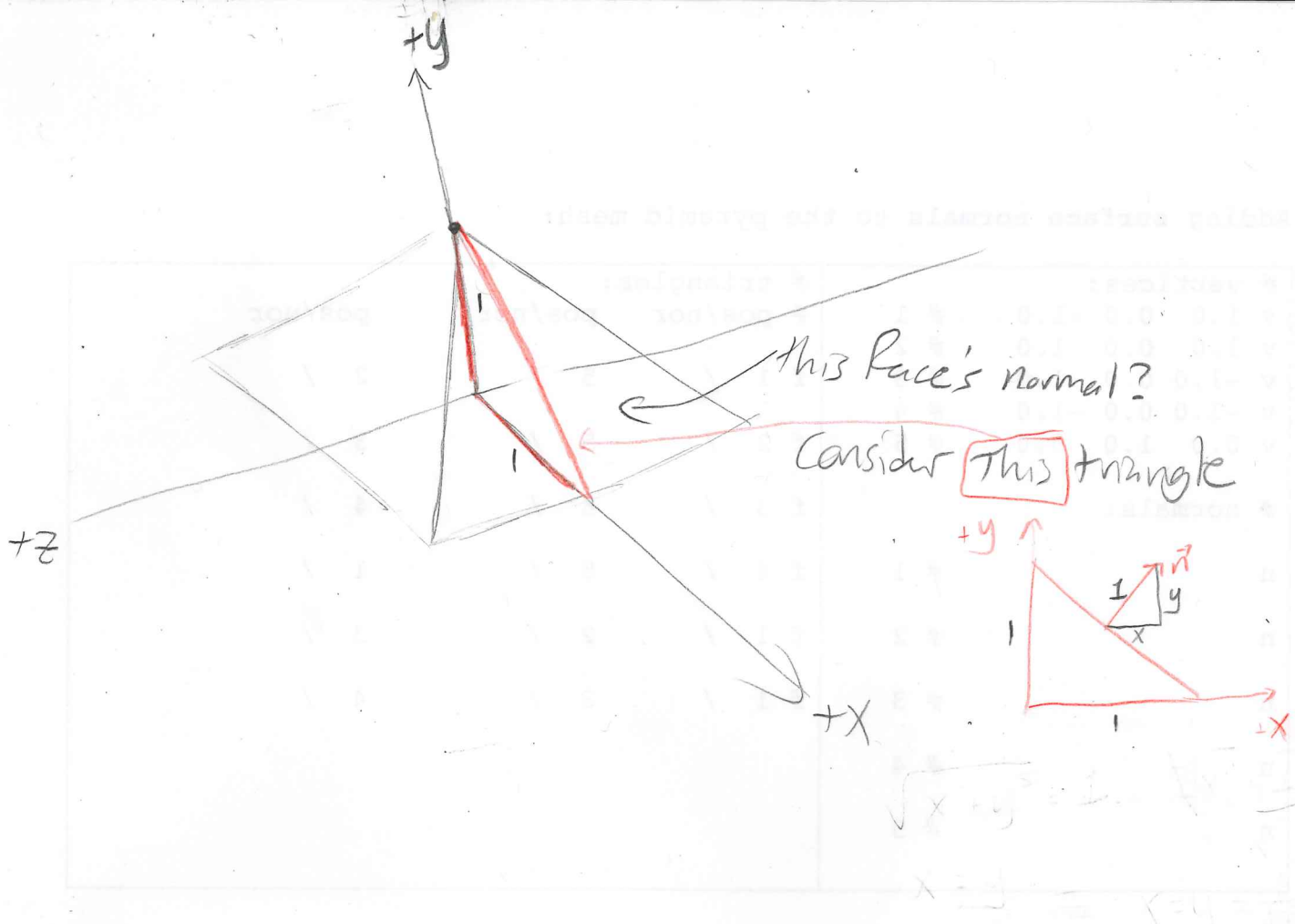


Exercise - Model a pyramid!



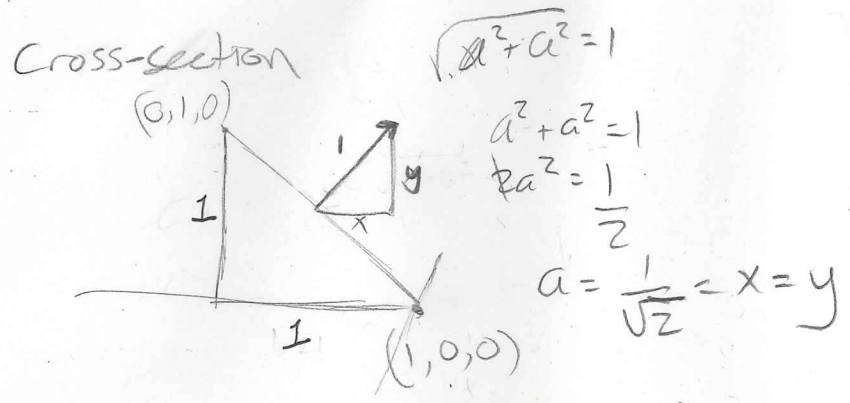
Adding **surface normals** to the pyramid mesh:

# vertices:		# triangles:		
v 1.0 0.0 -1.0	# 1	# pos/nor	pos/nor	pos/nor
v 1.0 0.0 1.0	# 2	f 1 / 1	5 / 1	2 / 1
v -1.0 0.0 1.0	# 3	f 2 /	5 /	3 /
v -1.0 0.0 -1.0	# 4	f 3 /	5 /	4 /
v 0.0 1.0 0.0	# 5	f 4 /	5 /	1 /
# normals:		f 1 / 5	2 / 5	3 / 5
n $\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 0$	# 1	f 1 / 5	3 / 5	4 / 5
n	# 2	n	# 4	
n	# 3	n $0, -1, 0$	# 5	
n	# 4			
n	# 5			



Pyramid face:

L3.3



Surface normal is $(\frac{1}{\sqrt{2}}, \frac{1}{\sqrt{2}}, 0)$

$n \quad \frac{1}{\sqrt{2}} \quad \frac{1}{\sqrt{2}} \quad 0 \quad 0$

$\begin{pmatrix} 1 & 1 & 0 & 0 \\ 0 & 0 & 1 & 1 \\ 0 & 0 & 0 & 0 \end{pmatrix}$