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References Angel And Shreiner, Interactive Computer Graphics, 6th Edition Hill And Kelley, Computer RdGraphics Using OpenGL, 3 Edition UIUC CS 319, Advanced Computer Graphics Course David Luebke, CS 446, U. Of Virginia, Slides Chapter 1-6 Of RT Rendering Hanspeter Pfister, C May 2th, 2024

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There Are 8 Vertices And 12 Edges 5 Interior Polygons 6 Interior (shared) Edges (shown In Orange) Each Vertex Has A Location $V_i = (x_i | y_i | z_i)$ $V_1 V_2 V_7 V_6 V_8 V_5 V_4 V_3 E_1 E_8 E_3 E_2 E_{11} E_6 E_7 E_{10} E_5 E_4 E_9 E_{12}$ Feb 2th, 2024

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