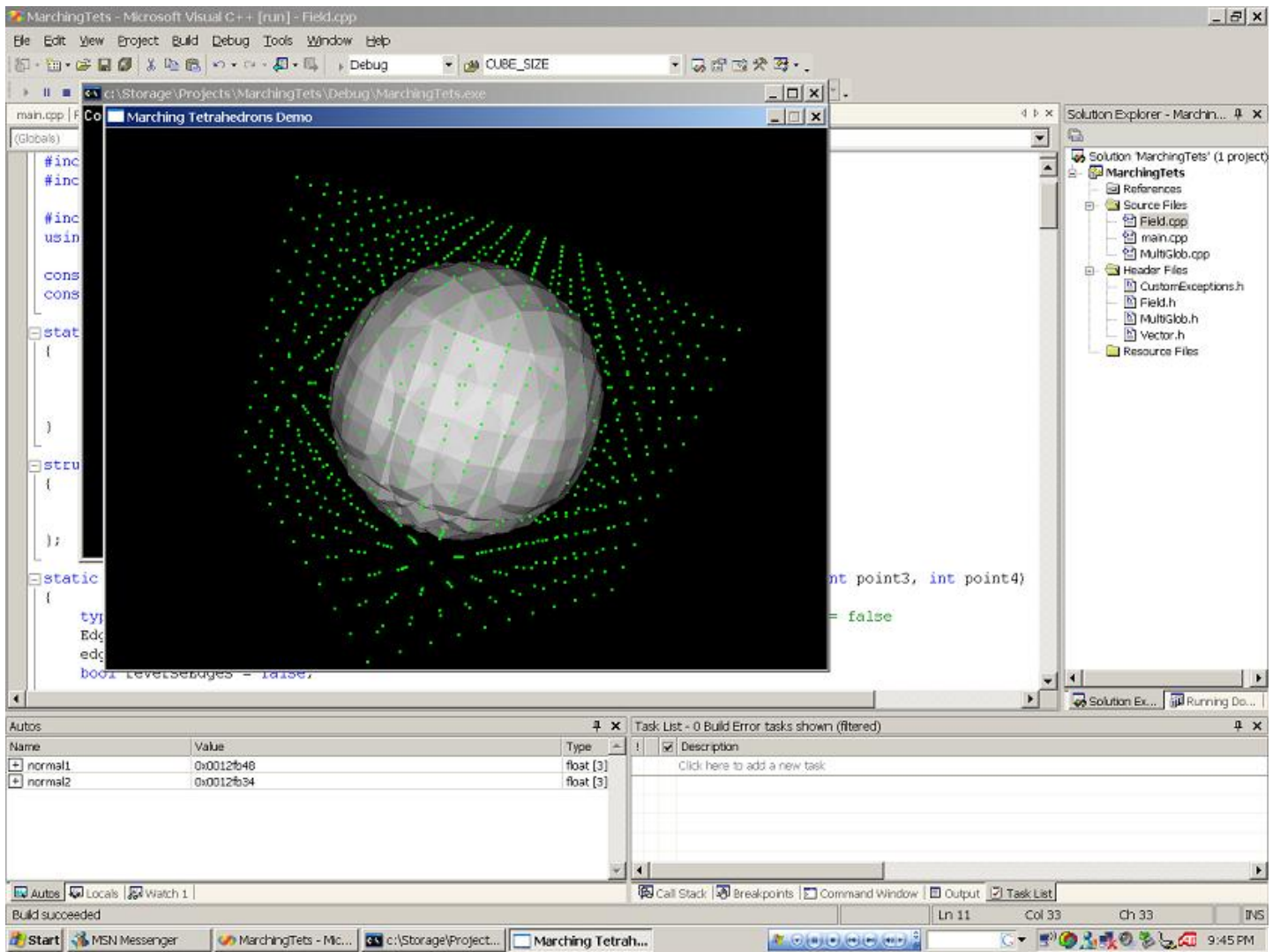
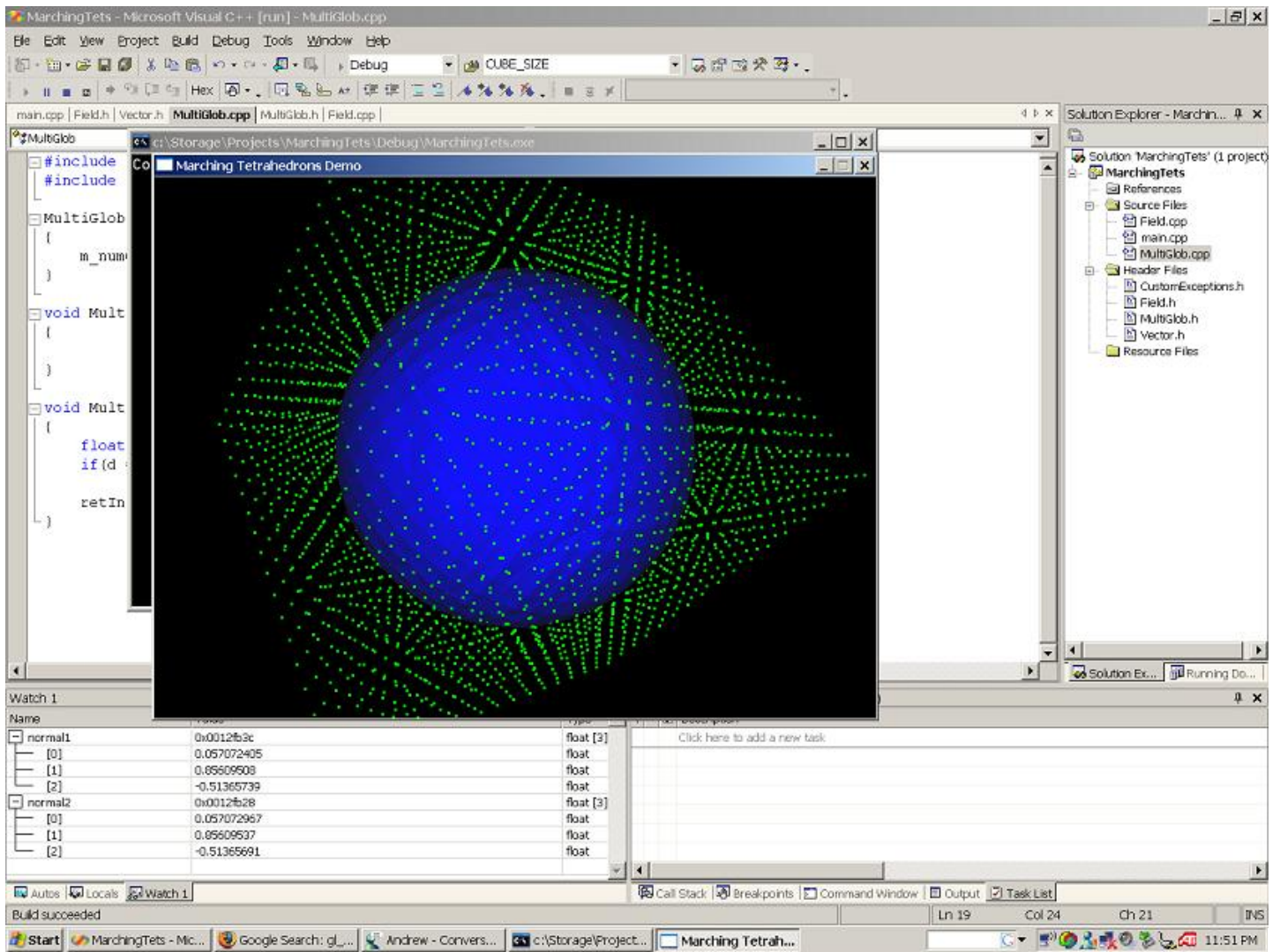


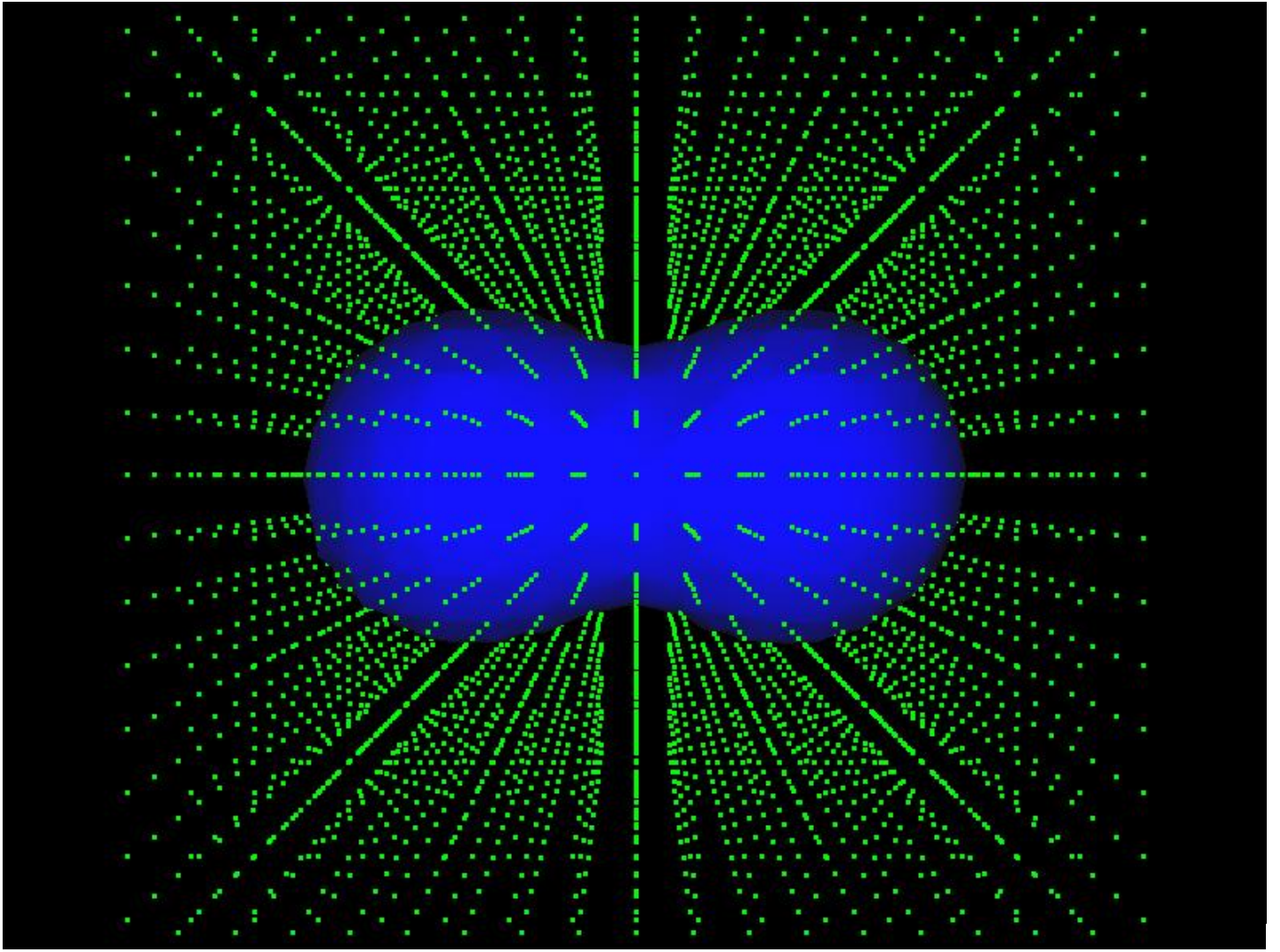
Haha, had the normals wrong at this point, but I do have a surface being rendered!



Plotting the cube corners with green dots. Fixed the normal problem. There's my surface.

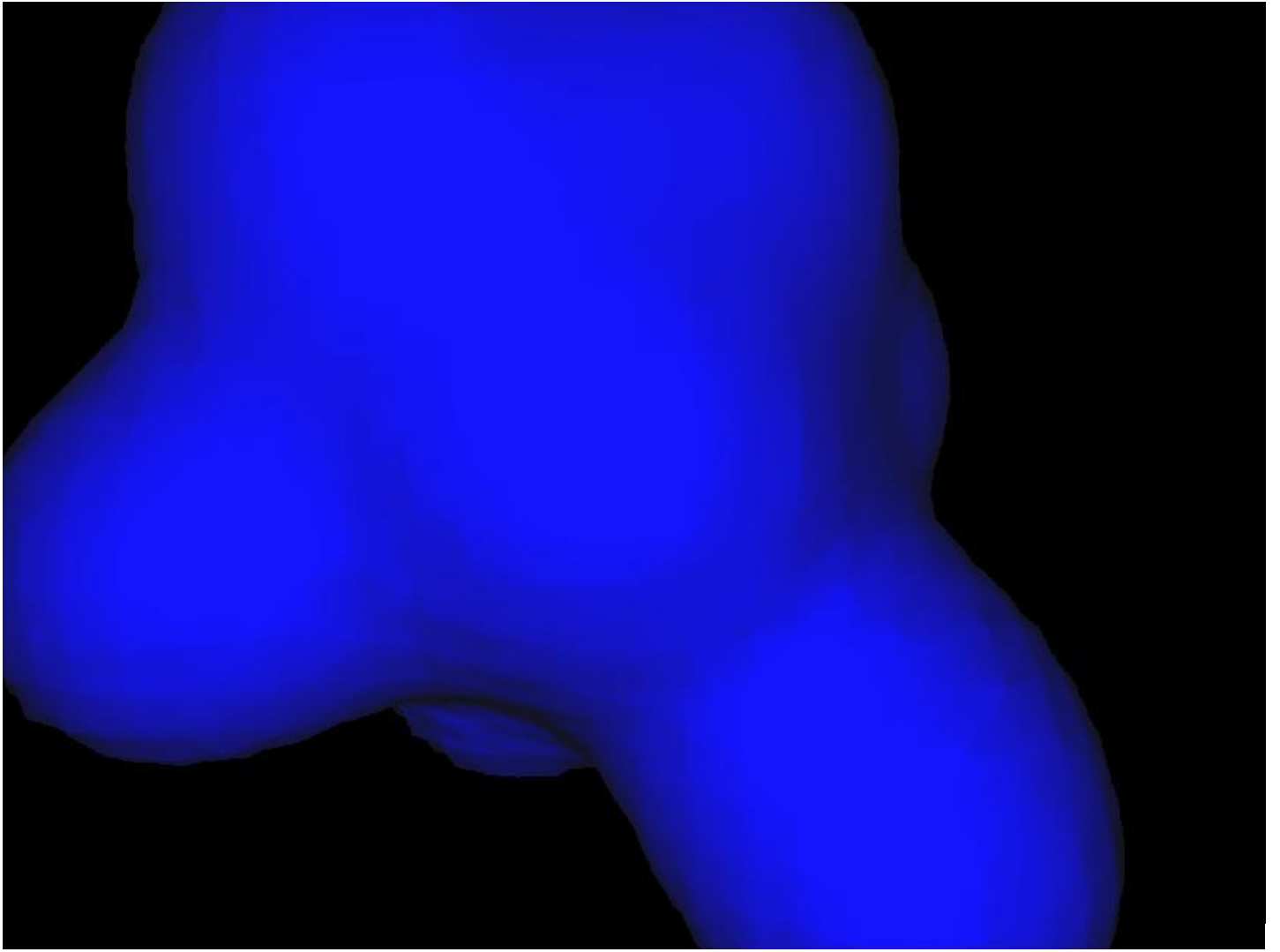


So made the surface material blue... Guess there's not much different from above.



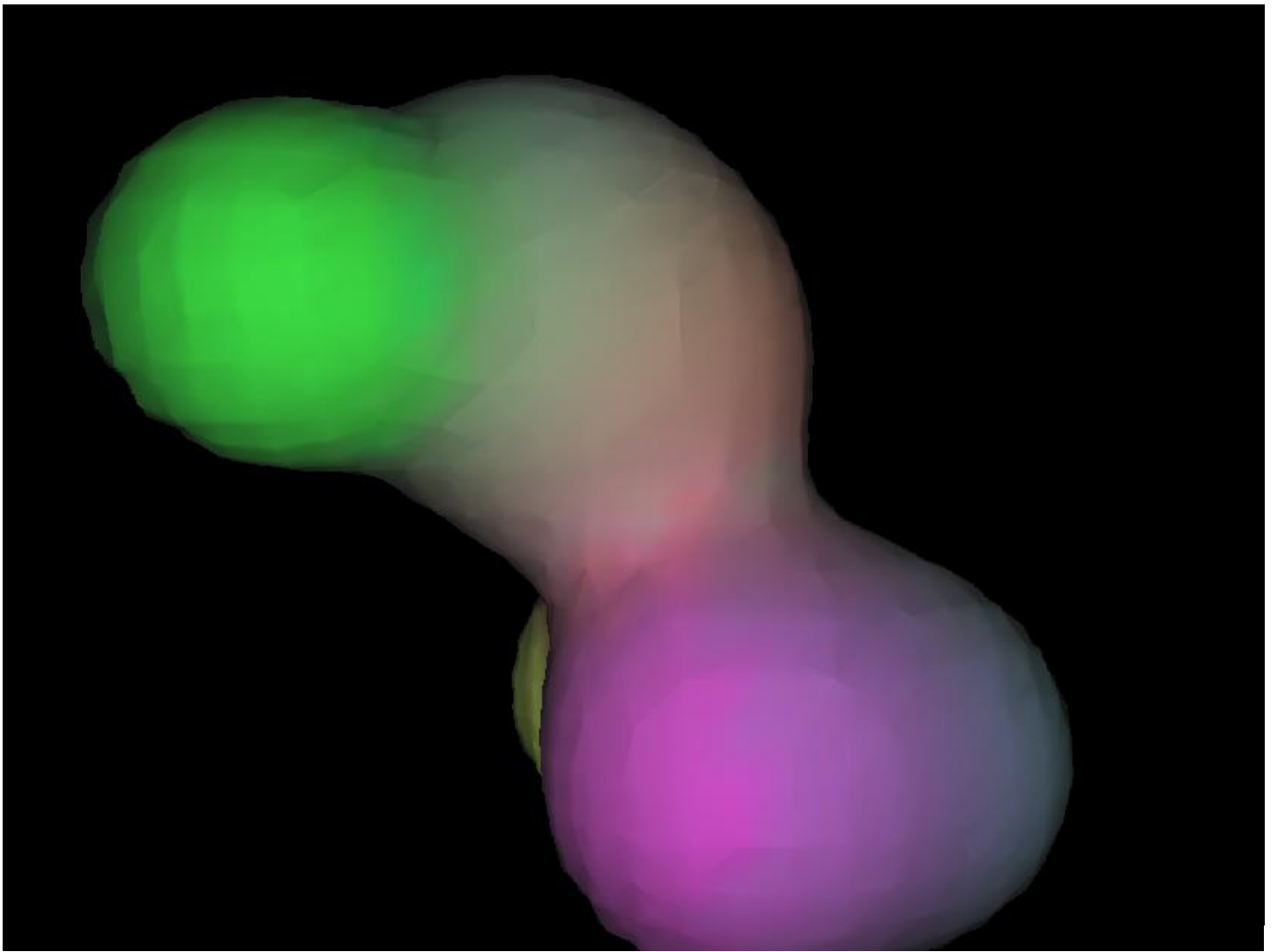
Finally got back to work on this, got smooth shading working yay!

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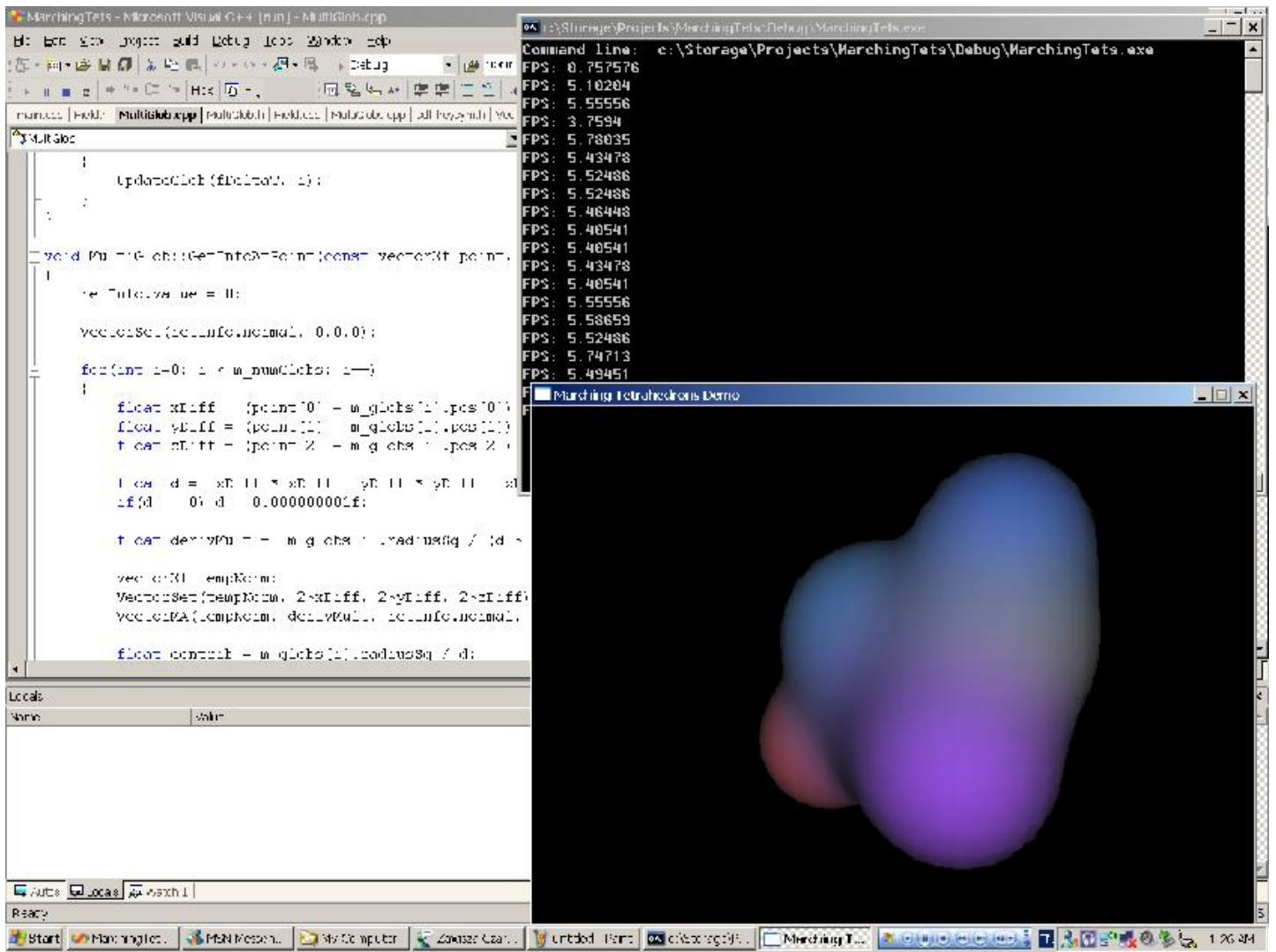
Look! Awesomeness! Finally.

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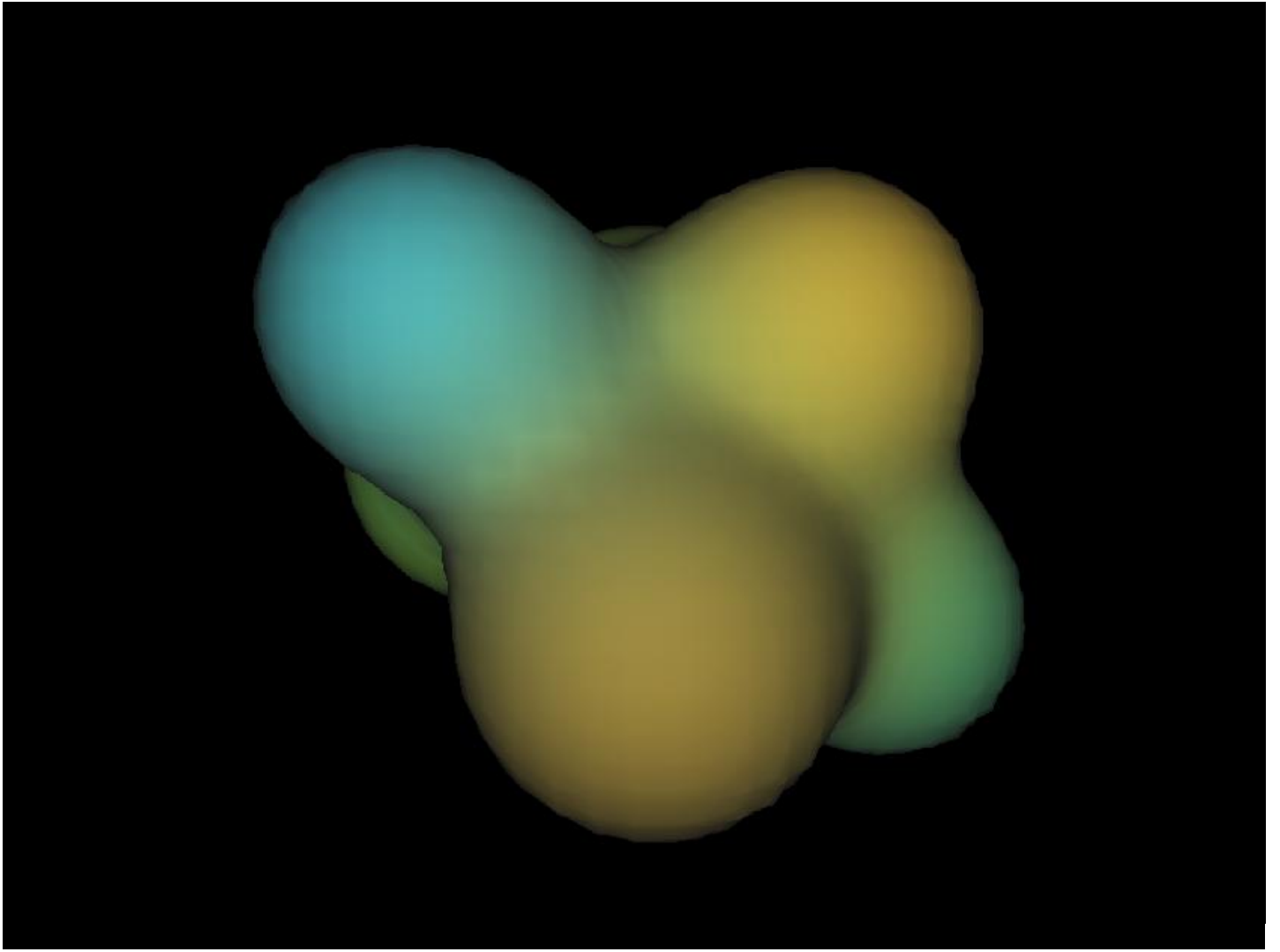


And throw in a dash of colour...

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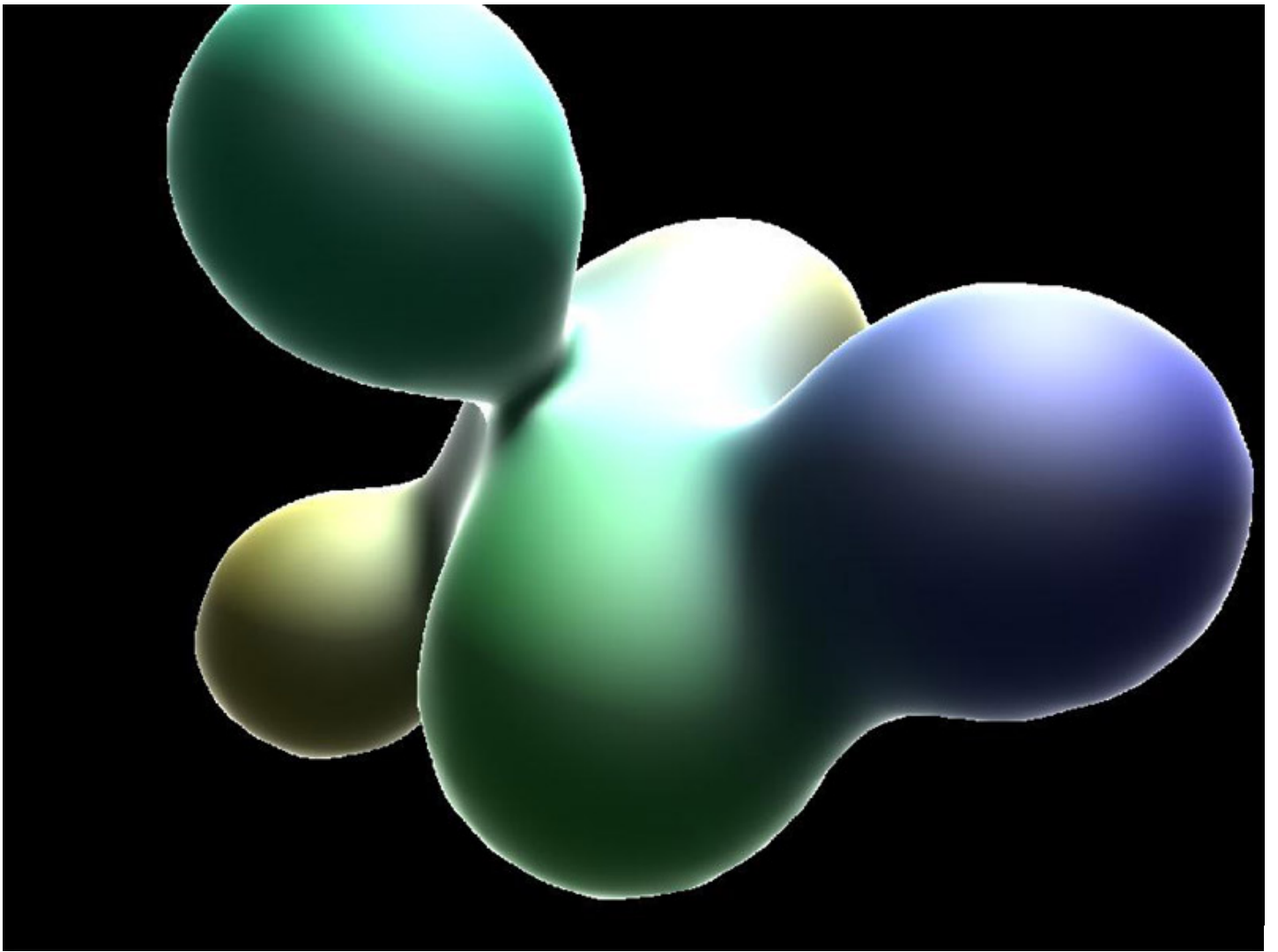


Yes! Made it smooth!! Saved by the Gradient Vector!



Check that smoothness out! Time to do fun stuff with this soon.

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Been a while... but look! Flawless! Threw some fun specular and fresnel lighting for extra awesomeness.