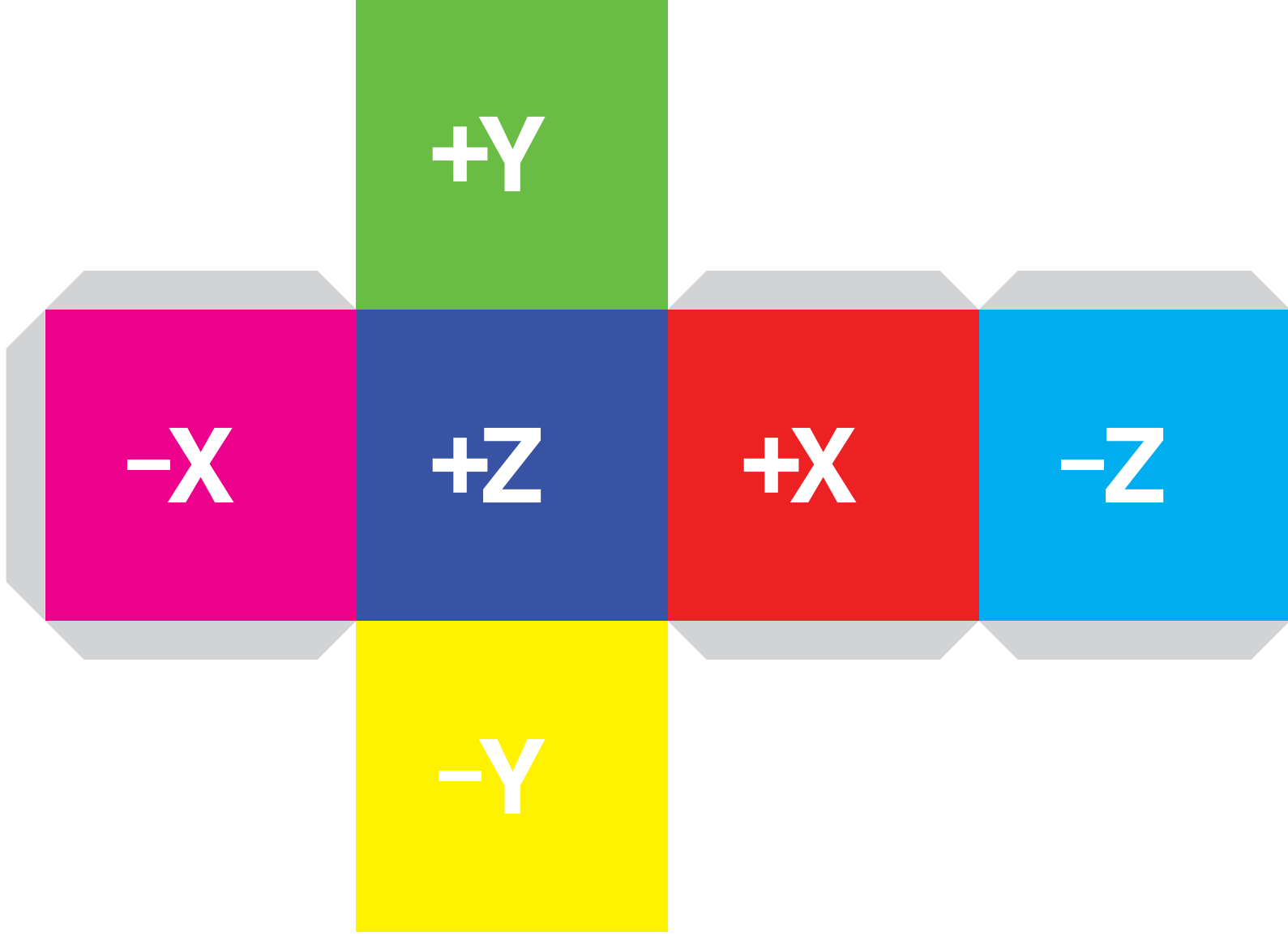


Cut, fold, and glue.



This cube demonstrates the right-handed coordinate system and the orientation of the faces of an OpenGL cube map.