short OurIndices[] =

{

0, 1, 2,

0, 2, 3,

4, 5, 6,

4, 6, 7,

3, 2, 5,

3, 5, 4,

2, 1, 6,

2, 6, 5,

1, 7, 6,

1, 0, 7,

0, 3, 4,

0, 4, 7

};

constantBufferData.projection = float4x4(

xS, 0.0f, 0.0f, 0.0f,

0.0f, yS, 0.0f, 0.0f,

0.0f, 0.0f, -2.0f, -1.0f,

0.0f, 0.0f, -1.0f, 0.0f

);

VERTEX OurVertices[] =

{

{ float3(-0.5f, 0.5f, -0.5f), float3(0.0f, 1.0f, 0.0f) },

{ float3( 0.5f, 0.5f, -0.5f), float3(1.0f, 1.0f, 0.0f) },

{ float3( 0.5f, 0.5f, 0.5f), float3(1.0f, 1.0f, 1.0f) },

{ float3(-0.5f, 0.5f, 0.5f), float3(0.0f, 1.0f, 1.0f) },

{ float3(-0.5f, -0.5f, 0.5f), float3(0.0f, 0.0f, 1.0f) },

{ float3( 0.5f, -0.5f, 0.5f), float3(1.0f, 0.0f, 1.0f) },

{ float3( 0.5f, -0.5f, -0.5f), float3(1.0f, 0.0f, 0.0f) },

{ float3(-0.5f, -0.5f, -0.5f), float3(0.0f, 0.0f, 0.0f) },

};

constantBufferData.view = float4x4(

-1.0f, 0.0f, 0.0f, 0.0f,

0.0f, 1.0f, -0.5f, 0.0f,

0.0f, -0.5f, -1.0f, -3.0f,

0.0f, 0.0f, 0.0f, 4.0f

);