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

 );