(create textures in Materialize)

Load textures in material class

Text

Description automatically generated

Use textures in material class

Text

Description automatically generated

Declare material data in shader

Graphical user interface, text, application, chat or text message

Description automatically generated

Declare texture units at shader creation

Text

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(Explanation of world vs tangent space, transforms)

Calculate tangent and bitangent

Graphical user interface, text

Description automatically generated

Update attributes

Text

Description automatically generated

Set up vertex shader

Text

Description automatically generated

Tweak shader locations for lights

Text

Description automatically generated

Send uniform data

Text

Description automatically generated

Set up fragment shader

Text

Description automatically generated