

Assignment 06: Compiling the shader

The purpose of this assignment is very simple: compile the following GLSL sources to the corresponding SPIR-V binaries. This ensures that you will be able to write and use the shaders, which will be the main topics for many of the following assignments.

Source ->	Binary
Shader.frag	ShaderFrag.spv
Shader.vert	ShaderVert.spv

You should be able to see the Mandelbrot set. If you press the SPACE key on the keyboard, the assignment will save the screen shot in file A06.png that will be delivered for this assignment.

