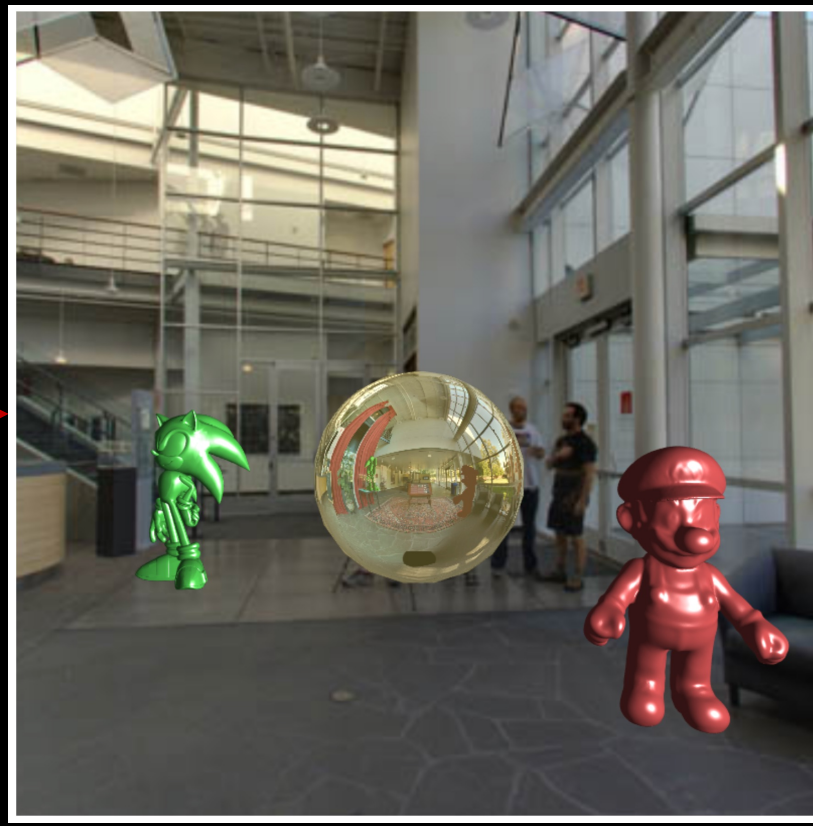
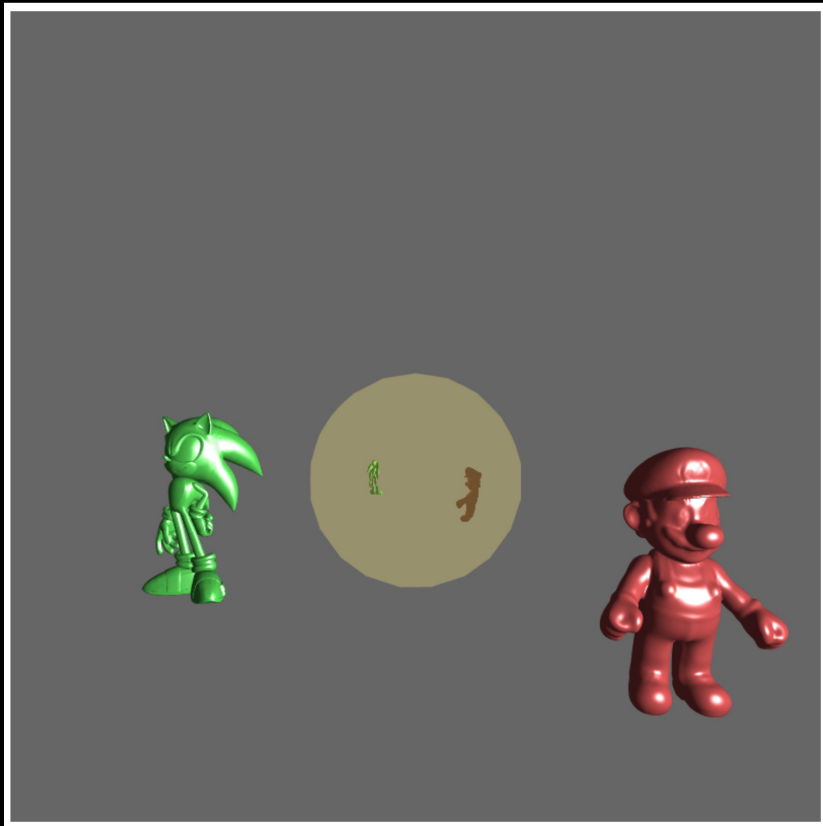




Lab 12

- Download the lab12 template
 - This essentially Ex12-3, but remove the ground
- Goal:
 - Add the environment background
 - Let the sphere reflect the environment background, too
- **Essentially, this lab is to combine Ex10-3 and Ex 12-3**
- https://www.youtube.com/watch?v=Qg7amBYc2QQ&ab_channel=Ko-ChihWang



- The following is the steps I suggest
 - Copy and paste Ex10-3 shader to this lab (of course, remember to compile it to make a program)
 - Copy “initCubeTexture()” to this lab and call it in main() to create the environment background cubemap
 - Copy the array “quad” to this lab and use “initVertexBufferForLaterUse” to create VBO for this quad (for use of background screen)
 - You may add one function “drawEnvMap()”.
 - The responsibility of this function is to draw the environment background on the background screen quad. Similar to what we did in Line 177-186 in Ex10-3.
 - Call “drawEnvMap()” in draw() and renderCubeMap()
 - To render the background environment in your scene and on-line rendered cube map

What You Should Do for “Submission”



Submission Instruction

- Create a folder
 - Put the html and js files in the folder
 - Zip the folder
 - Rename the zip file to your student ID
 - For example, if your student ID is “40312345s”, rename the zip file to “40312345s.zip”
 - Submit the renamed zip file to Moodle
- Make sure
 - you put all files in the folder to zip
 - You submit the zip file with correct name
- You won't get any point if
 - the submitted file does not follow the naming rule,
 - TA cannot run your code,
 - or cannot unzip your zip file.