CS7G03 – Assignment 4

MIP mapping

14 February 2023

Assessment Details

- This Lab is worth 15% of the mark for the module
- You must demo the lab next week Tuesday**, 21st February 2023**
- Submit:
    - A short (less than 5 minutes) video of your demo with voice over
    - Source code and shader code for your program (Source code only do not include executable)
    - A short description of your scene and mention any external libraries, 3rd party source code you may have used (max 1 paragraph)
- You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
- You must use GLSL

Goals

- **Implement a program that demomstates Mip mapping**
- **SECONDARY OBJECTIVES**
  - Implement a scene with some rotating objects using the above shaders
    - Try to make the scene it as photorealistic as possible
    - Try to add some variation in models, scene, shader to make your demo slightly unique

Reference

- The OpenGL® Programming Guide 9th Edition
    - http://www.opengl-redbook.com/