For this assignment, I referenced both the lecture code as well as the tessellation tutorial provided at learnOpenGL.com. For the most part, the assignment went very smoothly, and I only ran into a couple bugs. The main bug that I ran into was the fact that the project that was being used for the tesselation and geometry shaders was not properly receiving the given textures. Eventually, I figured out that the normal map was being passed in instead of the displacement map. Once I figured this out and fixed the bug, I didn't run into any more issues.

The operating system I used was windows. The compiler I used was MinGW.

The external libraries I used are glew, freeGLUT, cyTriMesh, cyMatrix, cyGL, and lodepng.