

Project 8: Tessellation

CS 6610-001 Spring 2019

For this assignment, using C++, I implemented a program that uses the tessellation control and evaluation shaders and the geometry shader to implement displacement mapping and display a wireframe that matches the tessellation level of the plane.

The project requires the following headers (and requires lodepng.cpp which is included with the project) to be included and was compiled in Visual Studio on Windows:

```
#include <GL/glew.h>
#include <GL/freeglut.h>
#include <iostream>
#include <cyCore.h>
#include <cyPoint.h>
#include <cyMatrix.h>
#include <cyTriMesh.h>
#include <cyGL.h>
#include <lodepng.h>
```



