

# Project 5: Render Buffers

CS 6610-001 Spring 2019

For this assignment, using C++, I implemented a program that renders the screen to a texture and uses that as the texture to a plane on the screen. Plane and Pot are controlled independent of each other.

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>
```

