

# Project 7: Shadow Mapping

CS 6610-001 Spring 2019

For this assignment, using C++, I implemented a program that uses a Frame Buffer to generate a depth map. I use the depth map to render shadows on both a plane and the teapot.

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>
```





