

Project 6: Environment Mapping

CS 6610-001 Spring 2019

For this assignment, using C++, I implemented a program that uses environment mapping to create reflections on my pot. The pot is then laid out on a plane that reflects both the environment and the pot. Both the pot and the plane have blinn shading applied.

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>
```



