

CS7G03 – Assignment 4

MIP mapping

11 February 2020

Assessment Details

- This Lab is worth 15% of the mark for the module
- You must demo the lab next week Tuesday, **18th February 2020**
- Submit:
 - A short (less than 5 minutes) video of your demo
 - Source code and shader code for your program (Source code only do not include executable)
 - A short description of your scene and mention any external libraries, 3rd party source code you may have used (max 1 paragraph)
- You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
- You must use GLSL

Goals

- **Implement a program that demonstrates Mip mapping**
- **SECONDARY OBJECTIVES**
 - Implement a scene with some rotating objects using the above shaders
 - Try to make the scene as photorealistic as possible
 - Try to add some variation in models, scene, shader to make your demo slightly unique

Reference

- The OpenGL[®] Programming Guide 9th Edition
 - <http://www.opengl-redbook.com/>