

Computer Graphics

Textured Cube

- 1) Implement mouse and keyboard inputs for the **Camera** struct. Standard would be W A S D Q E for movement in all 6 cardinal directions, but feel free to choose your own keybindings.
Bonus: Moving the rotated camera will not move it relative to the direction it is looking in. Implement relative translation so that this is no longer the case.
- 2) Use the cube.png texture supplied in Moodle to render a textured version of the previously created cube:
 - a) Extend the Vertex to hold 2 extra floats (or one vec2). Don't forget to describe the attribute format, or the GPU won't be able to read it.
 - b) UV coordinates are normalized from 0 to 1 with the (0|0) position starting in the **top left**, so try to manually draw the required uv coordinates on paper. You might see some slight render inaccuracies near the face edges, but you can safely ignore those for now.

