

# Computer Graphics

## *Exercises 4*

- 1) Render two separate cubes, each with their own **mesh** and **transform**. The first should be rendered with the grass block texture (or any other texture, just keep it below 20mb), while the other should only be rendered with vertex colors. Both of these cubes will need different vertex descriptors and therefore separate render pipelines/shaders.
- 2) Create a **material.hpp** class that simply binds the material we defined in the fragment shader. Give each of the previously created cubes some different material properties.