

Computer Graphics

Exercises 4

- 1) Render a second cube using vertex colors rather than the texture. There are many ways to approach this, but the recommended way is to create a second set of shaders, another pipeline, mesh and transform. Keep the following in mind:
 - a) Binding order is important. Pipelines come first, then the rest gets bound to the current pipeline.
 - b) Vertices still have the color information in them. You just need to use it in the pixel shader.

