

Computer Graphics

Exercises 2

- 1) Extend your mesh class using the following
 - a) Render your triangle (or quad) using indices. Use an **Element Buffer Object** (ebo).
 - b) Extend vertices to contain rgb color. Each vertex should contain 6 floats (don't forget to make changes to the vertex shader as well):
 - x, y, z: position
 - r, g, b: color
- 2) Implement the ability to move, rotate and scale your mesh. This will require a **Transform** class, as well as the declaration and use of a **uniform mat4** in the vertex shader in order to transform **gl_Position**. Feel free to use the templates given in Moodle to utilize the **GLM** math library.