

Assignment 06: Compiling the shader

The purpose of this assignment is very simple: compile the following GLSL sources to the corresponding SPIR-V binaries. This ensures that you will be able to write and use the shaders, which will be the main topics for many of the following assignments.

Source ->	Binary
Shader.frag	ShaderFrag.spv
Shader.vert	ShaderVert.spv

You should be able to see the *Mandelbrot set*. If you press the `SPACE` key on the keyboard, the assignment will save the screen shot in file **A06.png** that will be delivered for this assignment.

