

Assignment 08: BRDF models

In this assignment you have to implement a special type of toon shading in the GLSL file `shaders/ToonShader.frag` and the Ward specular model plus the Lambert diffuse model in the GLSL file `shaders/WardShader.frag`. Both files initially implements a Lambert + Phong model you have to remove and change.

The parameters of the model and the thresholds are described in the corresponding comments.

Shaders should be compiled using the following names:

Source ->	Binary
<code>Shader.vert</code>	<code>Vert.spv</code>
<code>TanShader.vert</code>	<code>TanVert.spv</code>
<code>BlinnShader.frag</code>	<code>BlinnFrag.spv</code>
<code>ToonShader.frag</code>	<code>ToonFrag.spv</code>
<code>WardShader.frag</code>	<code>WardFrag.spv</code>
<code>TextShader.frag</code>	<code>TextFrag.spv</code>
<code>TextShader.vert</code>	<code>TextVert.spv</code>

The final scene should be similar to the following:



You can move the view using either the keyboard, the mouse or a game pad, using the controls listed below. When you are satisfied, press of the SPACE key to save the screenshots of your results in files **A08_1.png** to **A08_4.png**. Please check that their content matches your window, as such files will be an important part of the final delivery of this assignment.

