Assignment 10: compile the shaders code

This assignment is a version of Assignment 0, where also the shaders have been provided as source code. In order to make it work, compile the following GLSL sources to the corresponding SPIR-V binaries:

Source ->	Binary
PBRShader.frag	PBRFrag.spv
PBRShader.vert	PBRVert.spv
SkyBoxShader.frag	SkyBoxFrag.spv
SkyBoxShader.vert	SkyBoxVert.spv

Once you have compiled and run the program using the standard shaders, try compiling the alternate version contained in the sub-folder called `Assignment10altVersions`. You should obtain the following effect: