

Assignment 13: Complete color computation

In this assignment you have to write the following fragment shader to implement a Lambert + Blinn shader, with emission and ambient lighting implemented with spherical harmonics. In order to make it work, compile the following GLSL sources to the corresponding SPIR-V binaries:

Source	Binary	BRDF
BlinnShader.frag	BlinFrag.spv	Lambert + Blin

Color computation is implemented in function `main (...)` of the shader, and can exploit a series of parameters as described in the comment.

Pressing SPACE, you should be able to alternate between a sphere, and a scene as shown below:

