Assignment 12: BRDF

In this assignment you have to write the following fragment shaders to support the corresponding BRDF. In order to make it work, compile the following GLSL sources to the corresponding SPIR-V binaries:

Source	Binary	BRDF
`PhongShader.frag`	`PhongFrag.spv`	`Lambert + Phong`
`OrenNayarShader.frag`	`OrenNayarFrag.spv`	`Oren Nayar`
`BlinnNormMapShader.frag`	`BlinnNormMapFrag.spv`	`Lambert + Blinn`
`GGXNormMapShader.farg`	`GGXNormMapFrag.spv`	`Cook Torrance with GGX`

Each BRDF is implemented in function `vec3 BRDF(…)` of the corresponding shader, which receives a series of parameters as described in the comment.

Pressing SPACE, you should be able to alternate between 6 spheres, and a scene as shown below: