Assignment 09: compile the shaders code

In this assignment, you have to compile the following GLSL sources to the corresponding SPIR-V binaries:

Source ->	Binary
PhongShader.frag	PhongFrag.spv
PhongShader.vert	PhongVert.spv

Once you have compiled and run the program using the standard shaders, try compiling the alternate version according to this table:

Source ->	Binary
PhongShader.v2.frag	PhongFrag.spv
PhongShader.v2.vert	PhongVert.spv

What can you see in this second case?