

# CS7G03 – Assignment 4

## MIP mapping

10 February 2026

# Assessment Details

- This Lab is worth 15% of the mark for the module
- You must demo the lab next week Tuesday, **17<sup>th</sup> February 2026**
- Submit:
  - A short (less than 5 minutes) video of your demo with voice over
  - Source code and shader code for your program (Source code only do not include executable)
  - A short description of your scene and mention any external libraries, 3<sup>rd</sup> party source code you may have used (max 1 paragraph)
- You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
- You must use GLSL

# Goals

- **Implement a program that demonstrates Mip mapping**
- **SECONDARY OBJECTIVES**
  - Implement a scene with some rotating objects using the above shaders
    - Try to make the scene as photorealistic as possible
    - Try to add some variation in models, scene, shader to make your demo slightly unique

# Reference

- The OpenGL<sup>®</sup> Programming Guide 9<sup>th</sup> Edition
  - <http://www.opengl-redbook.com/>