Kadyrbek Narmamatov

Assignment3 Report

Personally, I think it was quite easier assignment comparing to other assignments, but it was really interesting to derive Triangle's absence in some particular point by Pascal's Triangle.

My main.cpp methods were straightforward, one thing, which was different, is passing level variable to shaders as uniform. In vertex shader there was only one line of code, which is assigning position value for vertex. Fragment shader on the other hand, was little bit different from previous assignment's fragment shaders. First of all, I normalized vector which was passed from geometry shaders and just assignet it, though we can also multiply by any color this vector.

All work was concentrated in geometry shaders, which was really challenging. Firstly, to derive Pascal's idea I made big effort and eventually I found that for I draw triangle at that vertices where pascal's number is odd. To change figures, you can change two line 188, 189.