**Assignment #2 – Shader Debugging**

**Objectives:**

The intent of this assignment is to familiarize the students with debugging shader code and to further develop an understanding of what shader files are.

**Getting Started:**

Attached in blackboard is a zipped file containing two shader files, a basic Vertex shader and a basic Fragment Shader. The zip also contains an executable called glslValidator.exe.

Download and extract them all locally.

You can run glslValidator by opening a command prompt and typing the name of the executable, followed by a space, then the name of the file you want to compile.

Example:



glslValidator can be used to debug issues with your shader files. Because shaders are written in their own language, the C++ compiler does not detect errors in the filetypes.

**Your task:**

Use the glslValidator.exe attached running from a command line window to debug the compile errors within the Shader file. You can ignore warnings for now.

Once all errors are resolved upload the two files (unzipped) to blackboard.