Frustum Lab | Engine Development

Implement the view frustum calculation and testing algorithms from lecture.

See "frustum_culling.h" for declarations and prototypes that you need to complete.

Setup

- Add support for drawing colored AABBs to your debug renderer
    - Drawn as 12 edges.
- Declare an array of AABBs before entering your main loop
    - Randomly position them across your grid.
    - have at least 3.

Calculate Frustum Corner Points - 20%

- For the camera transform, use your translating/moving transform that you previously made the target of the lookat/turnto algorithms

Frustum Outline - 20%

- Draw the edges of the frustum using your debug renderer
- Draw the normals of the frustum using your debug renderer

Frustum Culling - 55%

- Implement testing of the frustum against AABBs in the scene
- Draw the AABBs with different colors, depending on test results

Use Update Function - 5%

- Remember to use the update function for all of this logic, not the draw_view.