CMPS385: Assignment 6

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Run Instructions

```
$ make
$ ./main
```

Changes Overview

Task 1:

- We followed the instructions in asst6-snippets.cpp
- It was straighforward with few errors here and there

Task 2:

- We read Chapters 14 and 15
- We created a new texture normal vec4 variable inside the normal fragment shader from *uTexNormal*, *vTexCoord*
- We scaled the newly created normal by multiplying with 2 and subtratcing one to convert it from range [0,1] to [-1,1]
- We used the formula provided to calculate the new normal. vNTMat holds already the inv(M)^t *Tn*