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CS-330-11661-M01

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July 6, 2025

## “1-2 Assignment: Preparing the Development Environment”

I had no trouble running the code needed to display the rendered scene or configuring the development environment for this project. After closely following the instructions, I was able to modify the window title to conform to the requirements, as shown in the screenshot below. The SLN file for the project opened without any issues in Visual Studio, and I was able to easily navigate its structure. I made certain that all dependencies were set up appropriately and that the project's performance parameters were maximized. I was happy to discover that the code ran perfectly after compilation, with no errors or warnings, indicating that everything worked as it should have.

Before Fixing the Shader.



