

Homework #3

Course: Modeling and 3D Rendering

Instructor: Professor Mahvash Mohammadi

Student: Seyed Mohammad Amin Dadgar

Student no.: 4003604016

Question. Please write a Shader-Based implementation to homework number 2.

Answer. The file named codes is the codes to answer the question. Also a clip of running code is added named *HW3_PingPong_ShaderBase_Dadgar_Run_Video.mkv*.

Environment: This program was written in Visual Studio Code IDE, operating system Linux Kubuntu 20.04 (Debian).

To compile and run the program using the commands below:

```
g++ main.c debuggingFunctions.c initFunctions.c -o main.out -lGL -lGLU -lglut  
-lGLEW  
./main.out
```

Note: After the course ended (semesters end), all the codes will be public at a GitHub repository.