Introduction to Graphics Programming and its Applications

繪圖程式設計與應用

Quiz 01 Shader Program

Examination Time : 17:30~18:20 (50 mins)

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CS4505

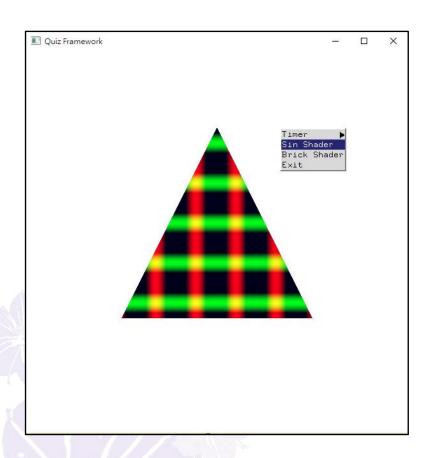


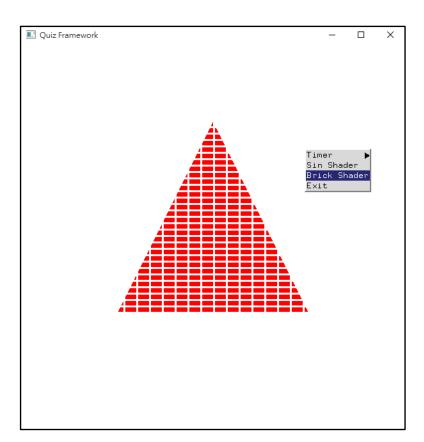
Objective

- Create and use two different shader programs
- Change using shader program by menu/keyboard/mouse events
- Default vertex shader + brick fragment shader
- 2. Default vertex shader + sin-valued fragment shader



Objective





(sample program: use menu to change shader)



Hint

- Use gl_FragCoord to compute fragment color
- Sin: color = vec4(sin(gl_FragCoord.xyz/10), 1.0)
- Brick: brick width = 17, x = 3, height = 7, y = 3
 color = Red(1, 0, 0) or White(1, 1, 1)
- https://www.opengl.org/sdk/docs/man/html/ mod.xhtml
- You can reuse the vertex shader object



Rules

- You cannot:
 - Copy & paste others' code
 - Ask others to code for you
 - Use internet, Google, StackOverflow, etc.
 - Discuss with your classmates nor TAs
- You can:
 - Check any hangouts of this course
- Demo your program window to TAs before you leave the PC room