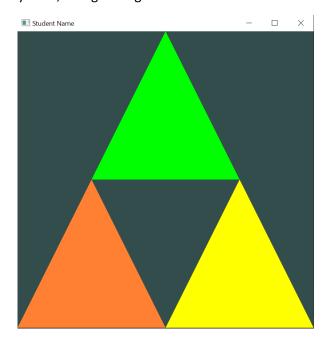ESIEE
PARIS

Assignment N°2: Hello Triangle

Goal

Getting started with vertex shader and fragment shader

Exercise

- Draw 3 triangles next to each other using glDrawArrays and three different VAOs and VBOs for their data.
- Create three shader programs where each program uses a different fragment shader that outputs the color yellow, orange and green.

- Windows name = Student name
- Window size: 800 x 800
- Exit the program: E

Deliverable (a zip file - StudentName_AssignmentNumber.zip on blackboard)

- Screen capture
- Source code
- Compiled program

References

https://learnopengl.com/Getting-started/Hello-Triangle

https://www.glfw.org/docs/3.3/group__input.html#gaeaed62e69c3bd62b7ff8f7b19913ce4f

https://docs.gl/gl3/glDrawArrays