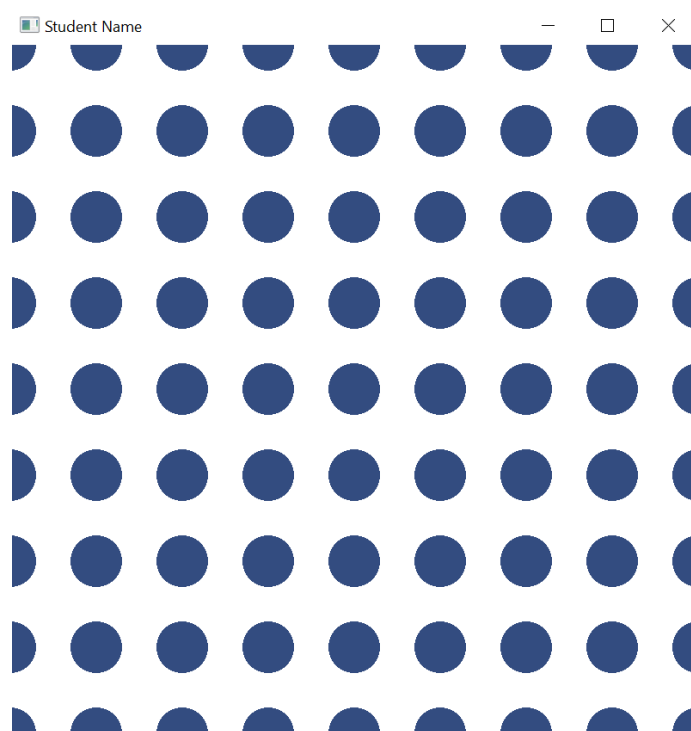# Assignment N°5 – More with shaders

Goal

Working with fragment shaders

Exercise

- Create a matrix of filled circular shape

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

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

- Screen capture
- Source code including the shaders
- Compiled program

References

https://learnopengl.com/Getting-started/Shaders

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