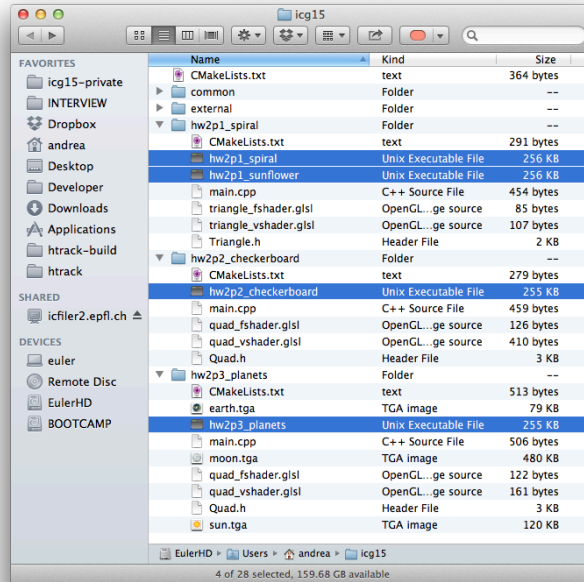


Submission Guidelines



IMPORTANT: these executables **must** be compiled on the **INF3 linux** machines.

I copy-pasted the executables in the source directory before zipping.
(note that the executable sits just beside the needed *.glsl and *.tga files)



To grade your assignments the TAs will run the sequence of commands illustrated in the window below. **Note that you will lose a lot of points (-75%) if this will not work!!!**

```
tagliasa@localhost: ~/Downloads/icg15/hw2p1_spiral
tagliasa@localhost:~/Downloads$ ls -l | grep zip
-rw-r--r-- 1 tagliasa lgg 20170301 Mar  3 13:04 Hw2-Tagliasacchi-Lienhard-Deng.zip
tagliasa@localhost:~/Downloads$ unzip -qq -o Hw2-Tagliasacchi-Lienhard-Deng.zip
tagliasa@localhost:~/Downloads$ cd icg15/hw2p1_spiral/
tagliasa@localhost:~/Downloads/icg15/hw2p1_spiral$ ./hw2p1_spiral
Opened GLFW OpenGL 3.2.12172
Compiling Vertex shader: Success
Compiling Fragment shader: Success
Linking shader program: Success
█
```

We uploaded a ZIP file to show you exactly what to submit:

<https://www.dropbox.com/s/a76v5tzwteav1va/Hw2-Tagliasacchi-Lienhard-Deng.zip>



We ask you to submit executables because we often get compile errors when grading assignments. **If you want to be extra careful**, also make sure the following works:

```
~: wget https://www.dropbox.com/s/a76v5tzwteav1va/Hw2-Tagliasacchi-Lienhard-Deng.zip
~: unzip -qq -o Hw2-Tagliasacchi-Lienhard-Deng.zip
~: cd icg15
~/icg15: mkdir build && cd build
~/icg15/build: cmake ..
~/icg15/build: make
~/icg15/build: cd hw2p1_spiral/
~/icg15/build/hw2p1_spiral: ./hw2p1_spiral
Opened GLFW OpenGL 3.2.0
Compiling Vertex shader: Success
Compiling Fragment shader: Success
Linking shader program: Success
```

What not to submit



This mostly happens to people that didn't fully understand the concept of **out-of-source build** (see example)

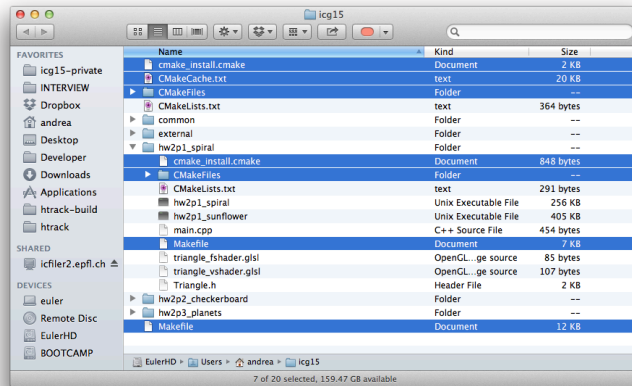
/// An example of a **not out-of-source build**

```
~: unzip -qq -o Hw2-Tagliasacchi-Lienhard-Deng.zip
```

```
~: cd icg15
```

```
~/icg15: cmake .
```

```
~/icg15: make
```



these are the build files **you should not submit**. (Why? If we decide to compile your code we have to manually delete them one by one!!!)



Something can still go wrong with your executable submission:

```
~/icg15/build/hw2p1_spiral: ./hw2p1_spiral
./hw2p1_spiral: error while loading shared libraries:
libglfw.so: cannot open shared object file: No such file or directory
```

Note this is not really an issue, it can be fixed by setting an environment variable:

```
~/icg15/build/hw2p1_spiral: export LD_LIBRARY_PATH=~/icg15/external/glfw/lib
~/icg15/build/hw2p1_spiral: ./hw2p1_spiral
Opened GLFW OpenGL 3.2.0
Compiling Vertex shader: Success
Compiling Fragment shader: Success
Linking shader program: Success
```