

# Homework 8: Texture Buffers

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## Daniel Morrissey

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The purpose of this assignment was to explore the process of saving, using and modifying texture buffers in an opengl context.

For my submission, I've created a **very** simple 'Paint' program.  
Use the cursor and left mouse button to draw a picture!

Only uses current cursor position every frame, I don't do any smoothing.

## To Build/Run

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```
make all
./main
```

## Controls

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- Click Mouse and Drag to Draw
- 'c' to change mouse color from R, G and B
- 'r' resets the picture

## Notes

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Total Time: 5 or 6 hours. I fought a bug for the longest time, where the display buffer would clear, despite the texture being saved. If I don't first draw an empty frame and save that, strange things happen with the saved texture.