

CSCI 2408, Computer Graphics

Assignment 3 (02.07.2019)

This assignment contains a single task, giving you 100 percent of the total. Submit your complete project, and also put a screenshot (or several of them) showing how the program executes on your machine. Also make sure that your code is neat, clean and thoroughly commented. Try to use meaningful variable names. All your deliverables should be packed into a single ZIP archive, with a its name being a combination of your name and assignment number. Example: **FaridAhmadov_HW3.zip**.

Deadline: 07.07.2019

Lighting objects

This task is an extension of the previous task in Assignment 2. You need to enable lighting for all three objects you have created so far. You should be able to add (character) and remove light sources from your scene (character). Each time you press , a new light source with random position should be added to the scene. Whenever you press , last added light source should be removed from the scene. Assume that initially there are no light sources on the scene at all.

In order to implement multiple light sources, what you need to do is to keep an array of light sources and sum up their results. Summation of the results for each light source is going to happen in a single loop inside fragment shader.

Feel free to contact the instructor for any questions you may have: frahmadov@ada.edu.az.