# Assignment 7: Hairy Bunny

In this assignment, you are supposed to draw vertex normals using geometry shader. A geometry shader can take as input a set of vertices that form a single primitive. Later, it can transform these vertices before sending them to the fragment shader. You have to draw the vertex normals for the bunny model using geometry shader so that the transformed bunny looks hairy as shown below.
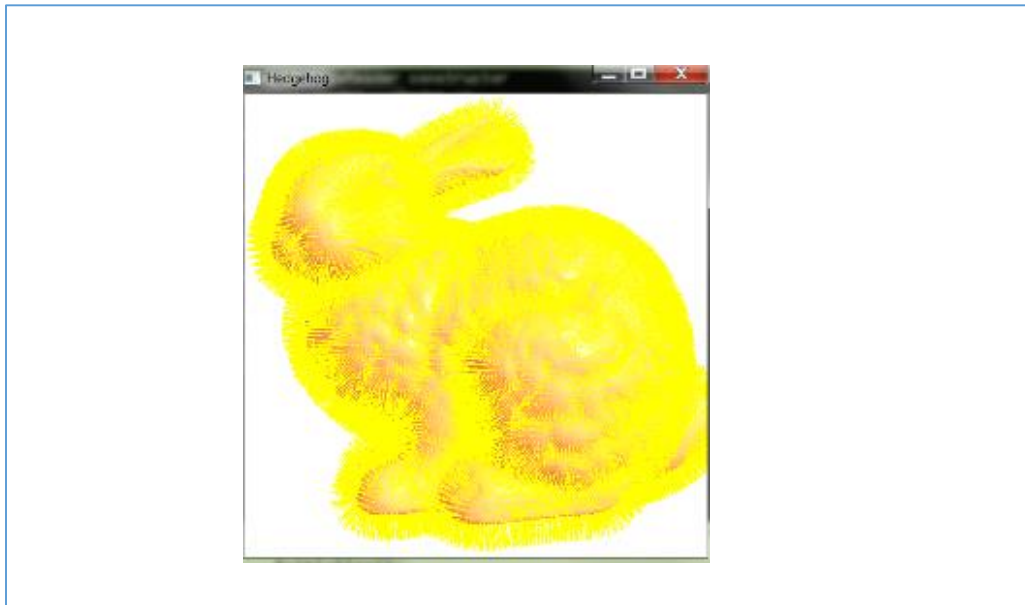
Submission:

Submit the assignment in a zipped file via canvas. Name the file as Firstname_Lastname_7_CSCD471.zip.

Deadline is Thursday, March 10, 11:59 pm.

This assignment carries a weightage of 12.5% of this course.