Lab 4 : Shaders and Textures

Creating a textured box.

Create a textured box by reusing your implementation from Lab3. Each side of the box must be mapped to **the same texture**.

Save your program in '**Lab4_textured_box.cpp**'. Do not forget to include the relevant files such as vertex and fragment shaders.

Creating a fancy textured pyramid.

Create a textured square pyramid by reusing your implementation from Lab3. Each side of the pyramid must be mapped **to different textures**. (It is required to have 5 images loaded as texture units.)

Save your program in '**Lab4_textured_pyramid.cpp**'. Do not forget to include the relevant files such as vertex and fragment shaders.

Creating a textured sphere.

Read how to create a sphere from the website
https://www.songho.ca/opengl/gl_sphere.html#sphere.

Create a textured sphere by reusing your implementation from Lab3. Read how you can set texture coordinates from the website.

Save your program in '**Lab4_textured sphere.cpp**'. Do not forget to include the relevant files such as vertex and fragment shaders.