

Writeup!

As of currently, this program does 1 more thing than a5 program:
It constructs a mesh from scratch of 2 walls, with normal and texture coordinates.
However, while the geometry is rendered, the texture seems to have failed to be bound for whatever reason, and thus nothing can be displayed.

Most likely cause of this is simply the texture is not being read by the sampler for some reason, because it is loaded into the system.

The original plan was to have at least completed Bump Mapping /Occlusion Mapping on top of textures.