LAB 4 LIGHTING PT2

CODE TASKS

1. Using last week's lighting work as an example (make a new project and) build an application with a single point light, similar to the example in the lecture. Remember you will need to send the light position as part of the light buffer and use a large object to see the effect of the point light (plane or scaled up quad mesh).

2. Create an application with 2 point lights. The lecture example covered 2 lights this is a good place to start. Giving the lights different colours will help identify them.

3. Implement an example of a point light with attenuation.

4. Create an application where the light shaders can handle a mix of directional and points. Instead of separate shader classes for either directional or point. A single pair of shaders that will do both based on the data provided.

RESEARCH TASK

1. Research the lighting calculation for a spot light and develop an example application showcasing a spot light.