LAB 11 GEOMETRY SHADER

LAB TASKS

1. Using the code discussed in the lecture and the example code provided on Blackboard, build the geometry shader example (the first one) shown the in the lecture (points into triangles). This example will require the point mesh from within the DXFramework which has a point list topology. The Geometry Shader should transform the point data into a triangles.
2. Update the application to output a quad in place of the triangle. This should output multiple quads, one per point in the point list. Similar to the second example shown in the lecture.
3. Modify or create a new geometry shader that receives a triangle primitive and doubles the size of the triangle.
    i) Update the geometry shader to texture the triangle sprite being created.
    ii) And light the shape.
4. Build an application that uses the geometry shader to create billboarded quad. This application should provide a point list with at least 6 points, that the geometry shader will transform into billboarded quads.