

TEXTURE UNIFORM

This project covers the first, second and third(partly) parts of the assignment

1. Render 3 rectangles using two triangles at different positions on the screen
2. Same buffer used to render all the textures
3. A texture-coordinate-uniform in the fragment shader to move the complete buffer using keyboard keys **W-A-S-D** in the respective directions

TextureUniform is the Xcode project and could be run directly. However all the images batman.png, superman.png, versus.png, vertex.glsl and fragment.glsl are to be placed at the executable file location

PS: Apparently overlapping both logos to make a **BvS** logo is overshadowing Batman which is un-acceptable, hence the reason for this rip-off.



