

On this homework I implemented shaders and modified my program to allow for lighting scenarios. I wasn't entirely clear on whether the assignment wanted one type of lighting or three; I went with three cases since the assignment did say three scenarios.

The interface is straightforward. The mouse is used to point the camera, w and s are used to go forward and back, q and e rotate the camera, a and d strafe left or right. To quit click Q or Esc. Honestly just play around with the interface, it is fairly straightforward. To change scenarios click c.

The code itself is a copy paste of the code from the previous assignment. The necessary modification was to allow for the lighting information to pass to the GPU and to implement normals. The real work was to implement the shaders, I used pieces of your code as well as some of my own, mostly to translate normals.