

Image synthesis

ESIPÉ-IMAC 3, UGE

Assignment and project

April 4th, 2021

Chosen subjects

- Support loading multiple models.
- Support ambient light.

Usage

From the project's root directory :

```
build/bin/glTF-viewer viewer [path_to_model_1][...]
```

Build

From the project's root directory :

```
mkdir build
cd build
cmake ..
make
```

Known issues

- Cannot not load models at run-time from given path.

Main takeaways

- Learnt about the glTF format and what data it can hold.
- Learnt how model deserialisation to OpenGL data can be used to easily display complex meshes.
- Learnt how to use Dear ImGui and why it is convenient to do so.