

CS 6610 : ICG Assignment 6

1.What you implemented

Implemented Environment mapping use cubemaps and rendered a teapot that reflected the environment on a plane that reflects both the env and the teapot.

2.How to use your implementation.

I used Xcode with GLEW and GLFW to run the program. I used OpenGL 4.1 and GLSL 3.3

3.What operating system and compiler you used

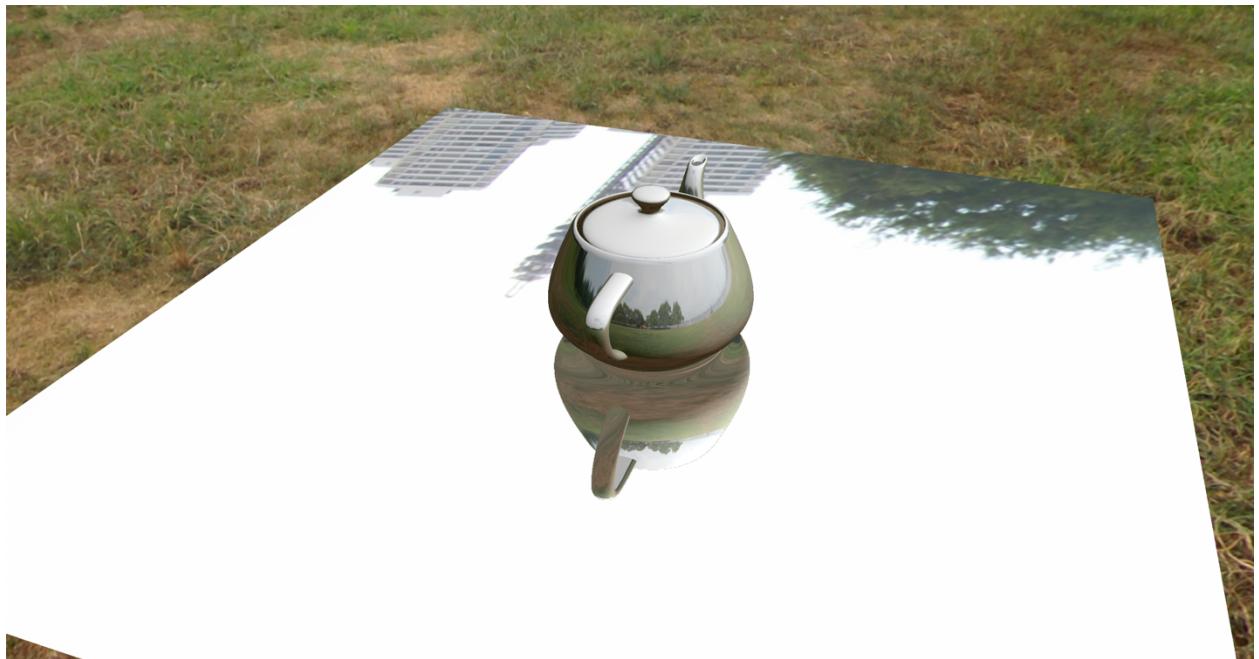
macOs and Clang

4.External libraries and additional requirements to compile your project.

None







Video : Double click on video to play.

