

CS 6610: ICG Assignment 7

1.What you implemented

Implemented shadow mapping by computing shadows from a light object onto the plane 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. To see the light object, you might have to zoom out a bit.

3.What operating system and compiler you used

I have used macOS and Clang.

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

None





