CS 6610: ICG Assignment 5

1.What you implemented

Rendered textured teapot as a texture and applied the texture to a plane.

2.How to use your implementation.

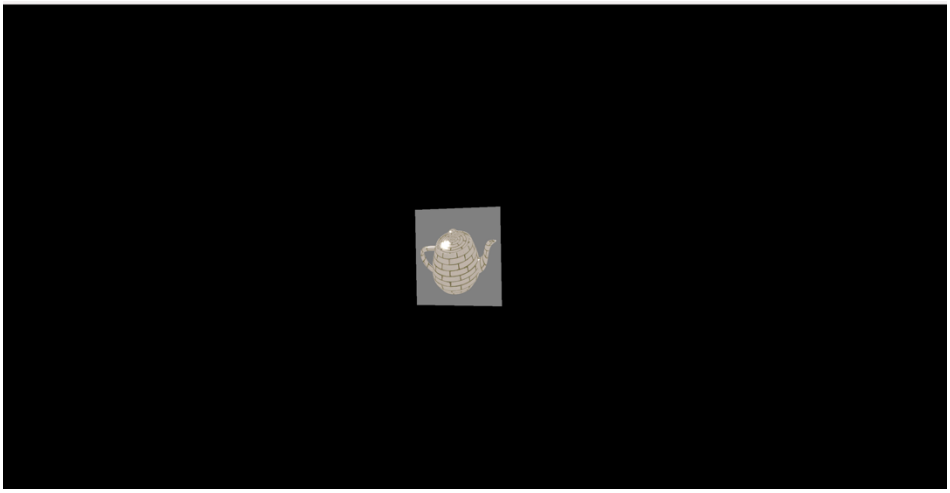
I used Xcode with GLEW and GLFW to run the program. I used OpenGL 4.1 and GLSL 3.3

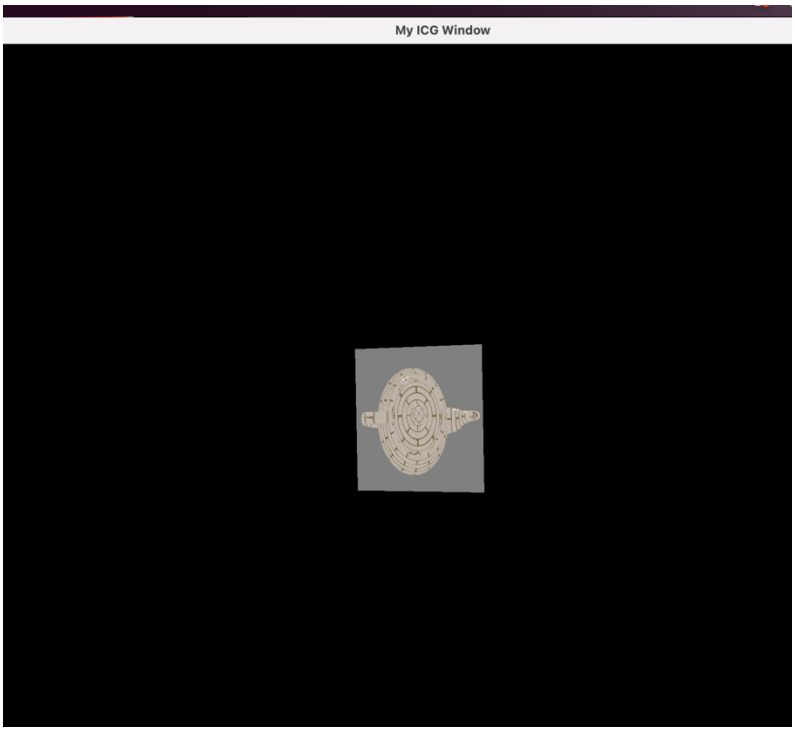
3.What operating system and compiler you used

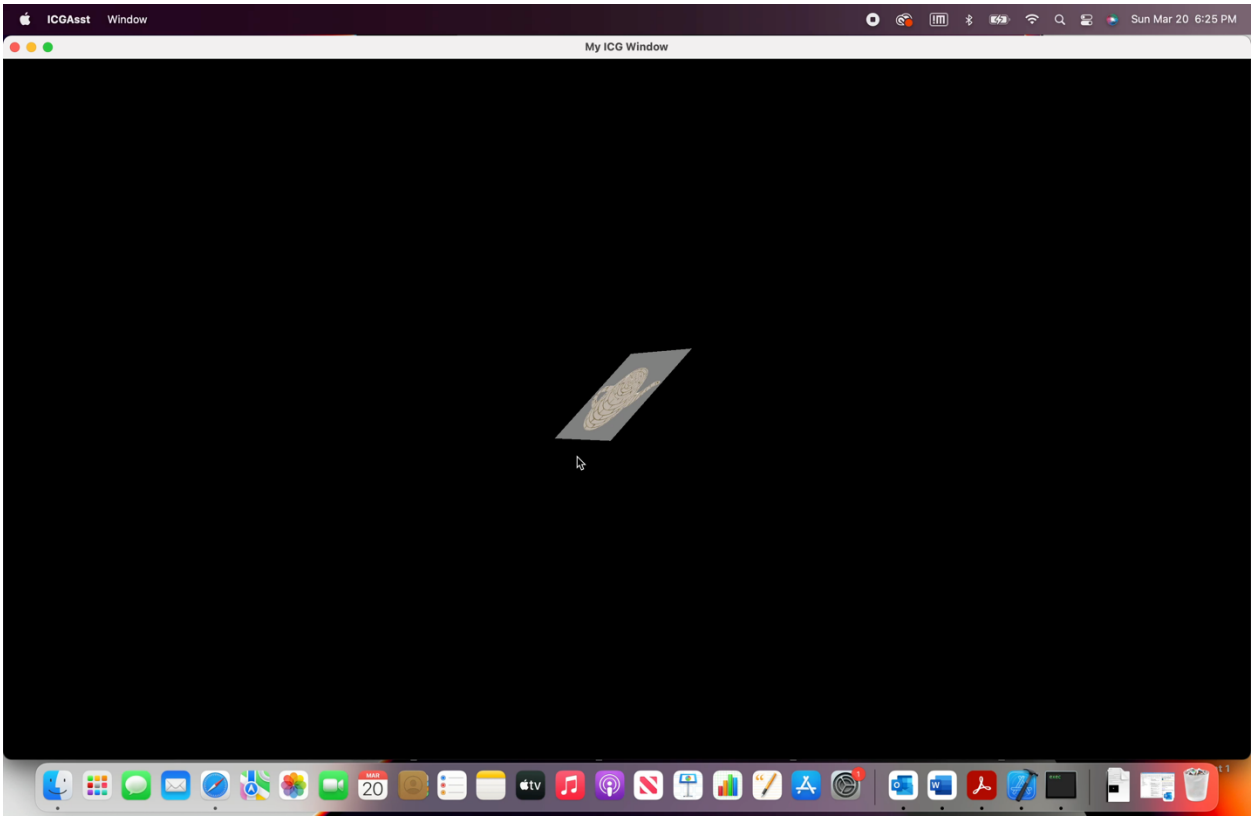
macOs and Clang

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

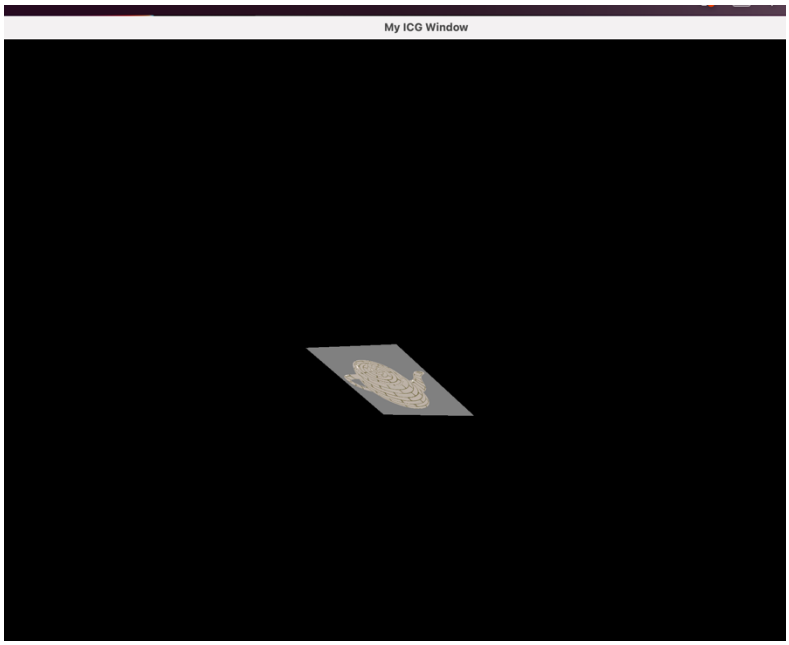
None







Video : Double click!!


My ICG Window