Shaders

1. Introduction

This tutorial is to extend your framework so that it can use different Shaders for different Geometry.

2. Design of the framework Shaders

The provided framework has a simple Vertex and Fragment shader. The Vertex shader simply transforms each vertex into the world, and the Fragment shader has a fixed single point light that is uses to light the geometry.

The SystemRender loads and compiles these shaders and hold the properties for the shaders (e.g. uniforms, bindings etc.).

Therefore, if we want to use different shaders then we need to redesign the way that shaders are stored and used.

3. Exercises

Please attempt these exercises, but if you get stuck or you are confused then ask for help during the scheduled lab times.

1. Review the Shader Management lecture/workshop content. This content discusses some approaches and then describes and shows a working solution.
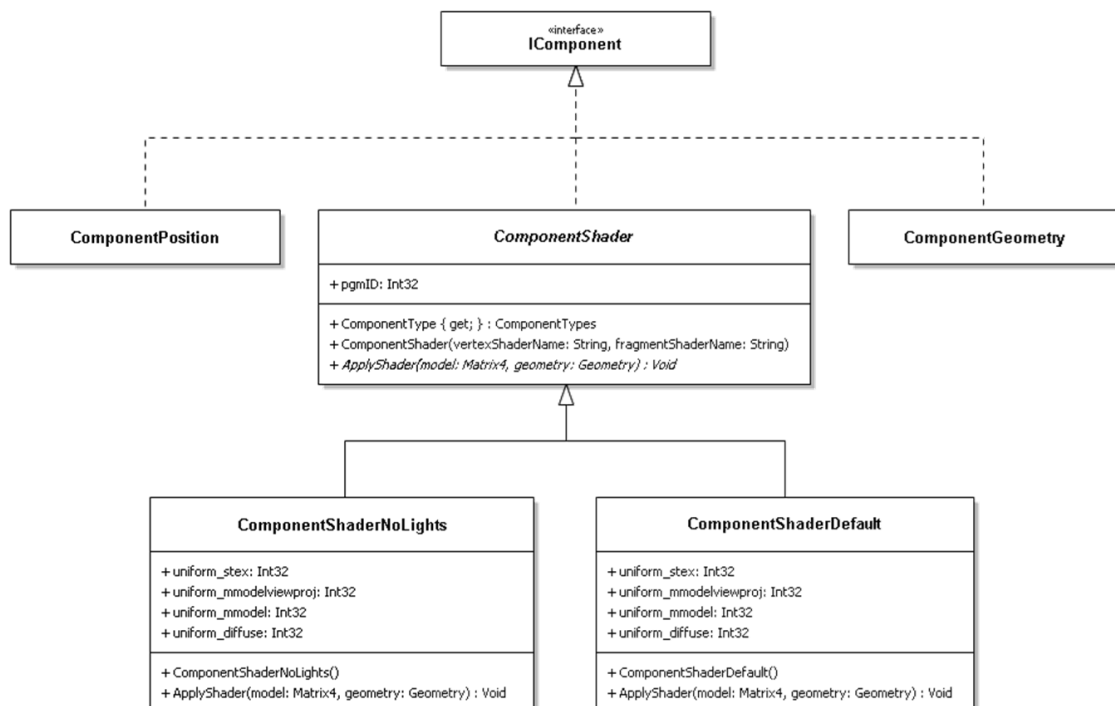
2. Implement the solution shown in the content or create your own design.