Some codes in vkutil.cpp/hpp, vulkan_window.cpp/hpp, vulkan_context.cpp/hpp, context_helpers.cpp/hpp, vkimage.cpp/hpp, vkobject.cpp/hpp and vkbuffer.cpp/hpp are referenced from the vulkan exercise from 1.1 to 1.4.

Some part of the code in model.cpp/hpp has been expanded and some implemented functions to load different vertices attributes into the buffer where some code is referenced from exercise 4.

For texture loading and mipmap generation, the code was modified from the one in exercise 4 where the mipmap is generated by loading in different textures to the current one which I wrote where the mipmap is generated from one single source image.

Main.cpp has also been reconstructed from exercise 4. Glfw callbacks are implemented, two pipelines are created, commands recording has also been changed to switch between two pipelines based on whether the mesh has a texture. The way to load texture and create descriptors for each mesh has also been modified/implemented by me.

The main setup mentioned in Task 1 was mainly from exercise 1.3 with a small number of modifications.

If you want to test out anisotropic filtering, comment out line 297 or 298 to switch between two samplers.

The screenshot for task 1.5 is inside the folder "screenshots"