

1.1

- Shading is done in the model space
- My choice of the descriptor set in the vertex shader is:
 - mat4 camera
 - mat4 projection
 - mat4 projcam
 - vec4 cameraPos
 - vec4 lightPos
 - vec4 lightColor
 - mat4 rotation
 - int size

1st Descriptor set in fragment shader:

- vec4 emissive
- vec4 diffuse
- vec4 specular
- float shininess

2nd Descriptor set in fragment shader (PBR):

- vec4 emissive
- vec4 albedo
- float shininess
- float metalness

2.4 Three light is implemented, their coordinates are (-20, 9.3, -3), (0, 9.3, -3) and (20, 9.3, -3)

2.6 The normal distribution is being replaced. The model is using the equation called Kelemen GSF. It is just a simple multiplication between the dot product of normal and light direction / view direction divided by the dot product of normal and half vector.