

Assignment 2

Release Date: 19 February 2021, Friday

Submission Deadline: 5 March 2021, Friday, 11:59 PM

TASK

You are to complete an OpenGL program to render a scene as if it is lit by an **image projected from a light projector**. The following images show sample views of the result that your program is expected to produce:

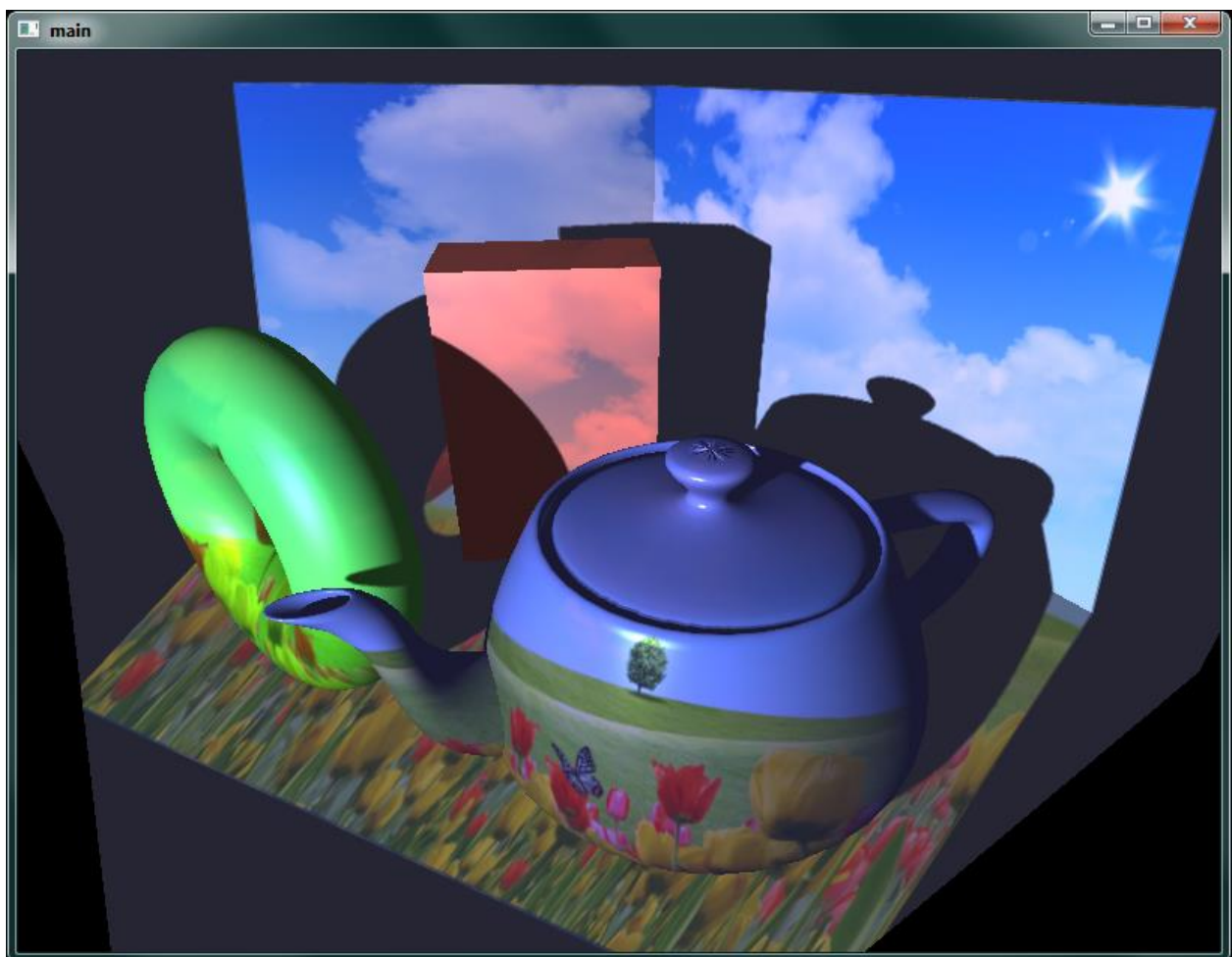


Figure 1

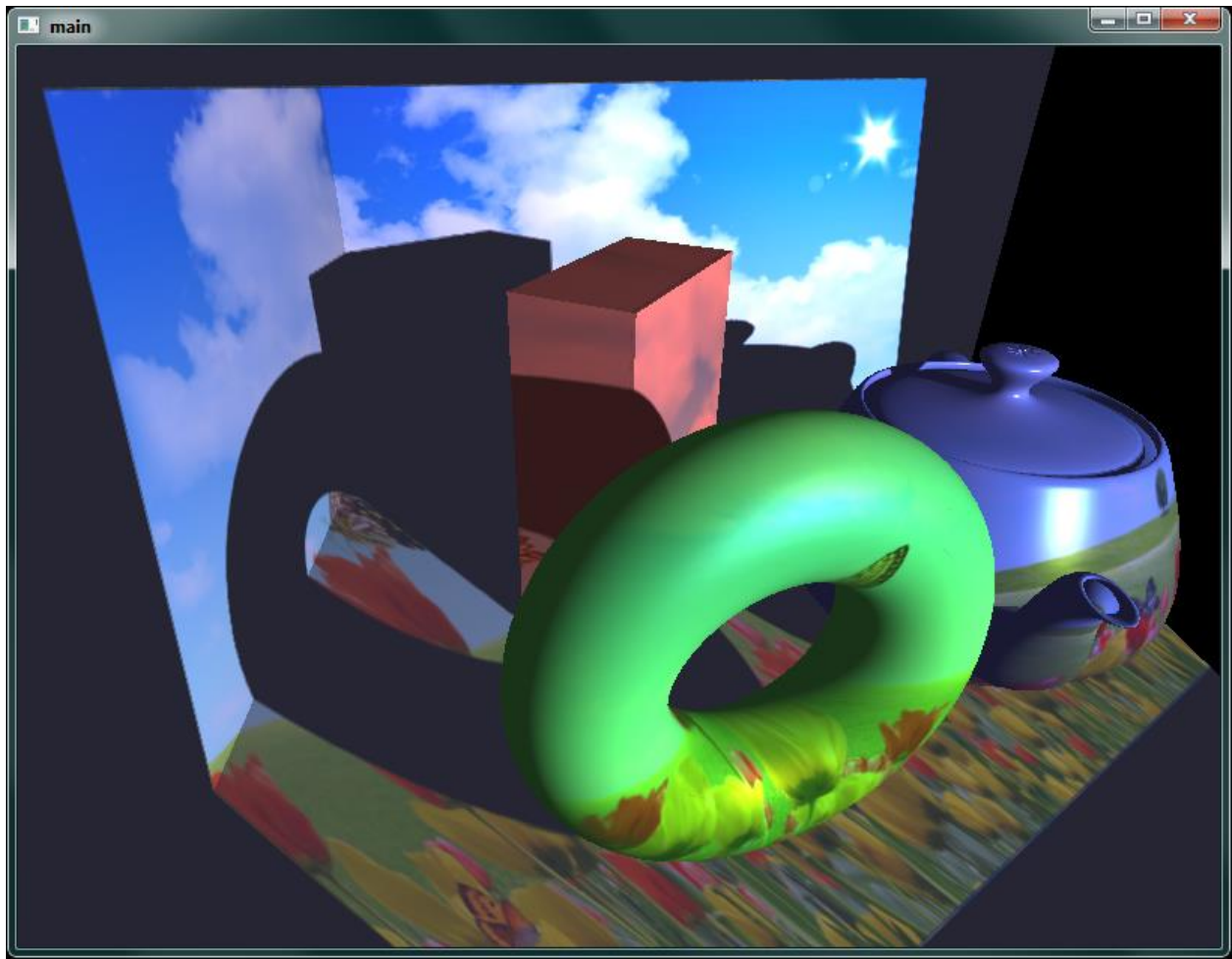


Figure 2

The shadow must be produced using the **shadow mapping** technique described in Lecture Topic 6. **Percentage-closer filtering (PCF)**, as described in Lecture Topic 6, must also be applied to smooth the shadow boundaries.

Please download the ZIP file **cs4247_2021S2_assign2_todo_(*).zip** from the **Assignments** folder in LumiNUS Files.

You need to complete the C++ application program **main.cpp** and the fragment shader **assign2.frag**. In the fragment shader, all necessary **uniform variables**, and **global input/output variables** have already been declared, and **you must not add new ones**. You can add new functions in your shader. Note that you should adhere to the **variable naming convention** where the prefix “ec” is used to indicate that the entity is expressed in the eye space, the prefix “wc” to indicate world space, and the prefix “tan” to indicate tangent space.

A Visual Studio 2017 solution **main.sln** (or Xcode project **assign2.xcodeproj** on macOS) is provided for you to build the executable program. The application program loads the shader source files **assign2.vert** and **assign2.frag**, and use them in the rendering. It also provides the values for the **vertex attributes** and **uniform variables** to the shaders. In this assignment, **you are not required and must not change any other C/C++ source files besides main.cpp**.

There are **three tasks** in this assignment:

- **Task 1:** Complete the function `DrawSceneWithProjection()` in `assign2.frag`.

You can use the finished application program `main_done.exe` (or `main_done` on macOS) to test your fragment shader. The program does not produce correct rendering right now since it is using the incomplete fragment shader.

- **Task 2:** Complete the function `SetUpShadowMapAndFBO()` in `main.cpp`.
- **Task 3:** Complete the function `RenderShadowMap()` in `main.cpp`.

The detailed requirements for each task can be found in the source code.

GRADING

The maximum marks for this programming assignment is **100**, and it constitutes **8%** of your total marks for the module. The marks are allocated as follows:

- **Task 1 — 40 marks,**
- **Task 2 — 30 marks,**
- **Task 3 — 30 marks.**

Note that marks will be deducted for bad coding style. If your program cannot be compiled and linked, you get 0 (zero) mark.

Good coding style. Comment your code adequately, use meaningful names for functions and variables (adhere to the new variable naming convention), and indent your code properly. You must fill in your **Name**, **Student Number**, and **NUS email address** in the **header comment**.

SUBMISSION

For this assignment, you need to **submit only**

- Your completed `assign2.frag` that contains code for **Task 1**;
- Your completed `main.cpp` that contains code for **Task 2** and **Task 3**.

You must put it/them in a ZIP file and name your ZIP file ***your-student-number_assign2.zip***. For example, **A0123456X_assign2.zip**. All letters in your student number must be capitalized.

Submit your ZIP file to the **Assignment 2 Submission** folder in LumiNUS Files. Before the submission deadline, you may upload your ZIP file as many times as you want to the correct folder. **We will take only your latest submission.** If you have uploaded a new version to the folder, you **must delete the older versions**.

DEADLINE

Late submissions will NOT be accepted. The submission folder will automatically close at the deadline.

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