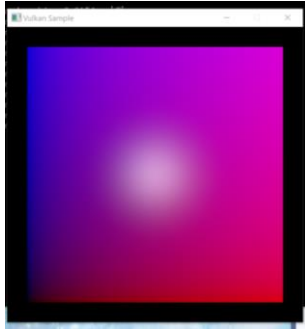Miao Zhou
zhuom@oregonstate.edu

Video Link: https://media.oregonstate.edu/media/t/0_fe6d1b99

In this project, I add lighting to my Vulkan program. In this video, I demonstrate the features by toggling them off and on with keyboard keys.

You can click
'l' to toggle lighting on or off;
'm' to toggle textures on or off
'r' to toggle rotation-animation and using the mouse