CS7G03 – Assignment 4

MIP mapping

12 February 2018
Assessment Details

• This Lab is worth 15% of the mark for the module
• You must demo the lab next week Thursday, **15th February 2018**
• Submit:
  • A short (less than 5 minutes) video of your demo
  • Source code and shader code for your program (Source code only do not include executable)
  • A short description of your scene and mention any external libraries, 3rd party source code you may have used (max 1 paragraph)
• You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
• You must use GLSL
Goals

• Implement a program that demonstrates Mip mapping

• SECONDARY OBJECTIVES
  • Implement a scene with some rotating objects using the above shaders
    • Try to make the scene it as photorealistic as possible
    • Try to add some variation in models, scene, shader to make your demo slightly unique
Reference

• The OpenGL® Programming Guide 9th Edition
  • http://www.opengl-redbook.com/