A5—Hardware Rendering, the Fixed Pipeline

Due: Monday February 29, at 7am

1. Enhance your interactive graphics application with fixed pipeline hardware rendering support. Provide the following features:
	1. Shared vertex triangle mesh rendering
	2. Filled mode and wireframe mode
	3. Vertex color interpolation
	4. Texture mapping
	5. Environment mapping for rendering distant geometry and specular reflections
2. Make a 20s video to illustrate your work.
	1. 10s of texture mapping
	2. 10s of distant geometry + specular reflections
3. Turn in via blackboard one zip archive that contains
	1. Source code
	2. Executable
	3. Video file

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