A6—Hardware Rendering

Due: Wednesday November 25th, at noon

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
2. **Option 1**. Enhance your interactive graphics application with shader support. Write GPU shaders for rendering reflections of nearby objects by approximating the nearby objects with billboards; a billboard approximating an object is a rectangle texture mapped with an image of the object, with a transparent background.
   1. Extra credit 2%. Distant geometry and distant reflected geometry should be rendered by cube mapping.
3. **Option 2**. Write GPU shaders to render soft shadows for a scene with three boxes moving on a ground plane and a moving rectangular light source.



* 1. The boxes do not intersect
  2. The shadows of at least two boxes should intersect
  3. The boxes should not only cast but also receive shadows
  4. Soft shadows should be computed by estimating visibility to 16x16 light samples
  5. Extra credit 2%. Carve the box surfaces with the help of two “stencil” textures
     1. One texture is to be used for the top face of the boxes
     2. The other texture is to be used for the side faces of the boxes
     3. The texture should have white and black pixels; white means “hole”, that is “absence of material”; black means “solid”, that is “presence of material”
     4. The top texture should be continuous with the lateral textures
     5. Update your shaders to carve the boxes using the two textures; shadow computation should account for the modified geometry.

1. **Option 3**. Choose a project for A6. Send a proposal by 11/18.
2. Make a 60s video to illustrate your work, including any extra credit feature you have completed.
3. Turn in via blackboard one zip archive that contains
   1. Source code
   2. Executable
   3. Video file

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