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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