

DM567 August 2018

Exercises 5

1. In Program 7.2, play with color information. For instance, change materials and color of light. Can you make the color calculated time dependent?
2. In Program 7.2, add a couple of lights, including spotlights. Animate them such that the scene light changes more dramatically.
3. In Program 7.2, add the space shuttle from Chapter 6, including its texture. Make the fragment shader combine texture and light values when calculating the color of a fragment (for instance, combined as described at the end of Section 7.6 in Clevenger and Gordon).