

Assignment2

Vertex Specification

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Deadline

Wednesday, 12 December 2019 at 23:55.

Task

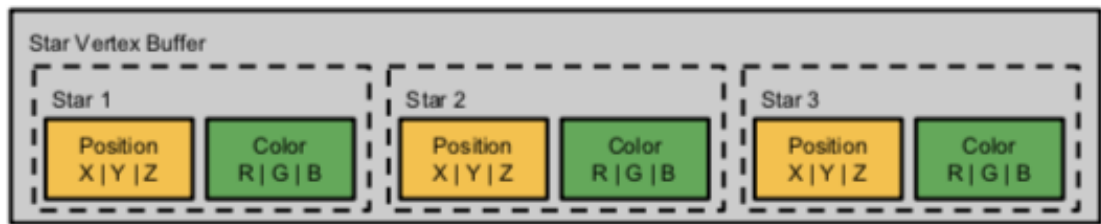
- Draw stars at random position with random color. (70%)
- Comment the code extensively. (10%)
- Inform yourself about all the available OpenGL Primitives at this link
- **Additional Task:** display the orbits of the planets and the moon. (20%)

Tips & Suggestions

- Each geometry with a different vertex buffer LAYOUT requires a different vertex shader.
- Use as vertex shader `OpenGLFramework/resources/shaders/vao.vert` (you can modify it if you want).
- Use the snippet provided here to create a fragment shader `vao.frag` and use it (you can modify it if you want).

```
#version 150
in vec3 pass_Color;
out vec4 out_Color;
void main(){
    out_Color = vec4(pass_Color, 1.0);
}
```

- Use this data layout:



- Follow these steps to render the stars:
 1. Instantiate empty container of floats
 2. for each star push position and color values
 3. Create VAO and VBO, use a `model_object` struct (`OpenGLFramework/framework/include/structs.hpp` for the definition)
 4. render them