*CS148 Summer 2016 Reading Assignment - Shaders*

Please read Chapter 15 of *OpenGL Programming Guide, 7th Edition* by Shreiner (available as an eBook from the course website), and answer the following questions. As long as you are able to answer the questions, please don’t worry about any math you don’t understand (though you are encouraged to ask about it on Piazza).

1. What is a vertex shader and a fragment shader, and how are they related?

2. What shader handles the functional stage of the Projection Matrix - vertex or fragment?

3. Name at least two outputs that a vertex program must provide.

4. How long did it take for you to (a) read the material and (b) answer these questions?