

training interns - Task #736

OpenGL ES

07/31/2025 06:31 PM - Kiet Dang

Status:	New	Start date:	07/31/2025
Priority:	Normal	Due date:	
Assignee:	Kiet Dang	% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		Spent time:	0.00 hour
Description			
- Write vertex shader - Write fragment shader - Phong shader - Load Obj format			

Associated revisions

Revision dbccc45c - 07/31/2025 06:35 PM - Kiet Dang

refs #736 ~

Revision 76e33aad - 07/31/2025 06:37 PM - Kiet Dang

refs #736 ~ first commit

Revision 9a1f126b - 07/31/2025 06:42 PM - Kiet Dang

refs #736 ~ first commit

Revision f32c0d3d - 08/16/2025 05:35 PM - Kiet Dang

refs #736 ~ complete openGL ES issues

History

#1 - 07/31/2025 06:42 PM - Kiet Dang

- Assignee set to Kiet Dang