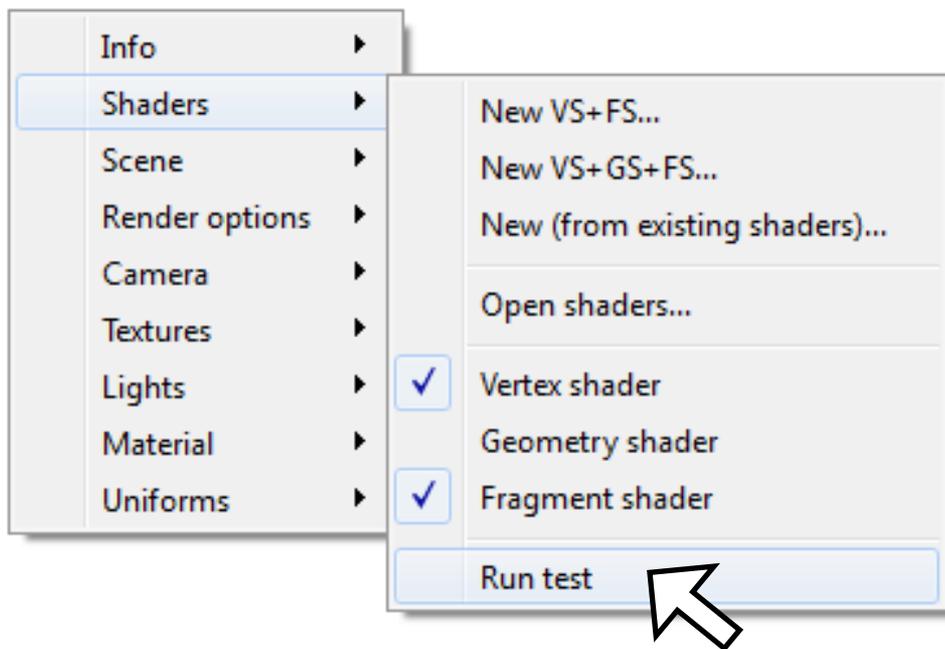
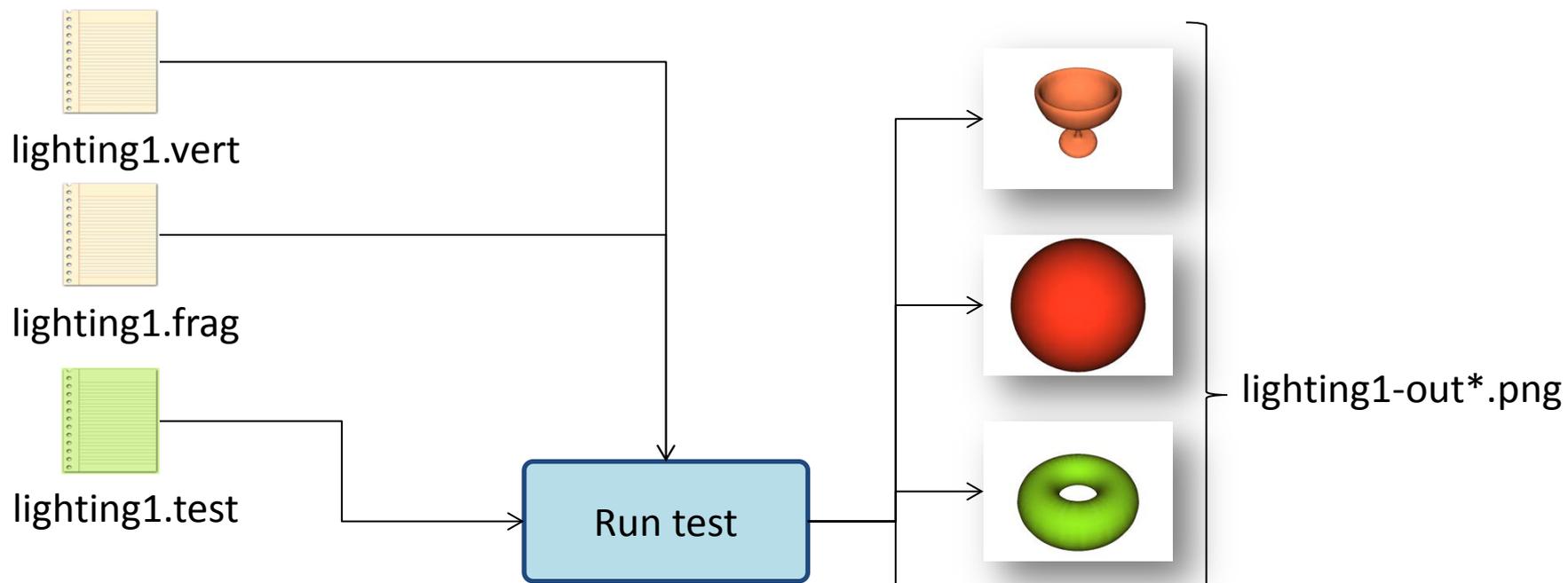


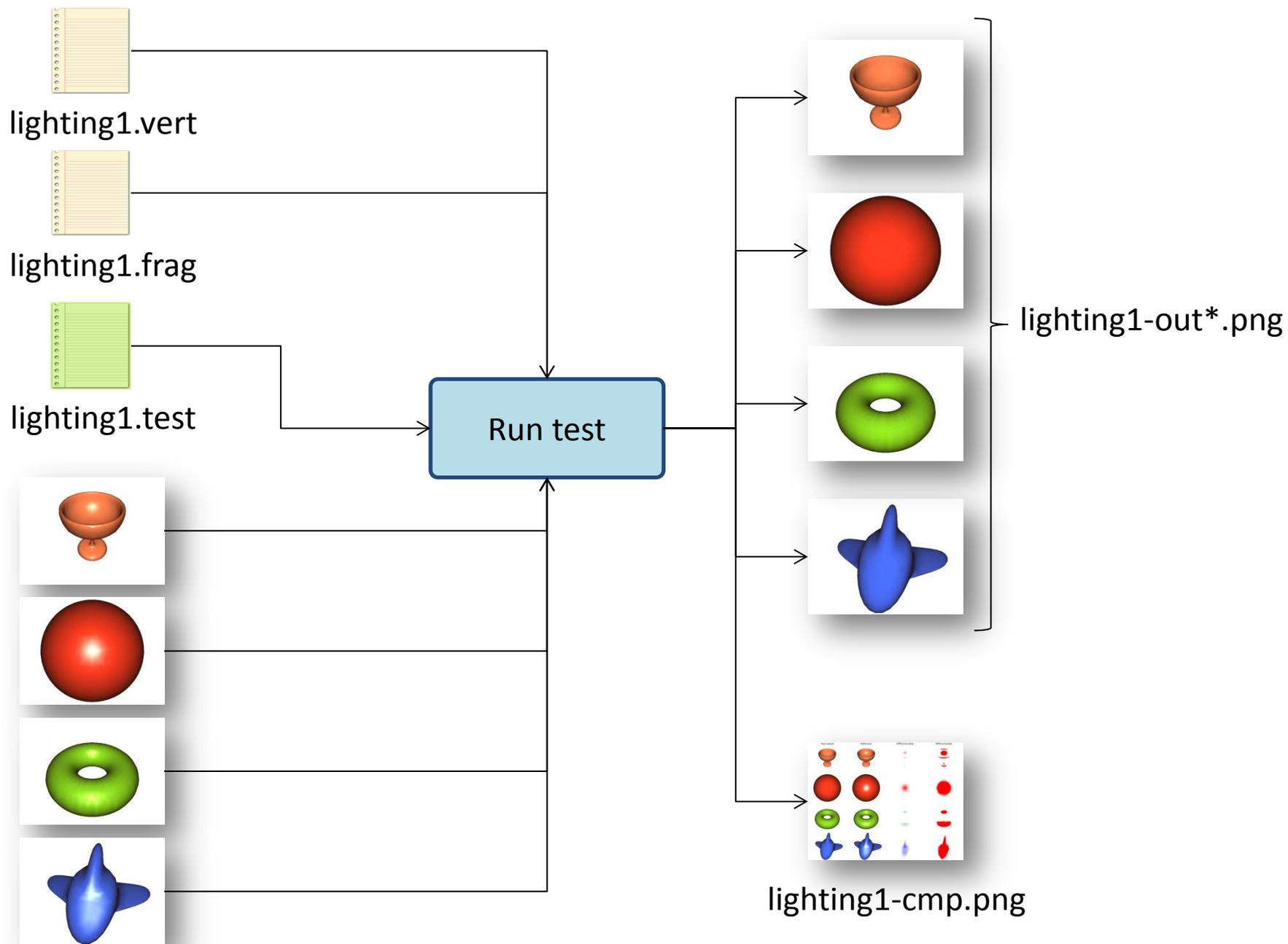
Passant un joc de proves

24 setembre 2015



Exemple fitxer .test

```
loadObject /assig/grau-g/models/glass.obj
preset1
lightAmbient 0.1 0.1 0.1
lightDiffuse 1 1 1
lightSpecular 1 1 1
matAmbient 1.0 0.5 0.3
matDiffuse 1.0 0.5 0.3
bool world true
grab 1
...
```



/assig/grau-g/tests/lighting1-out*.png

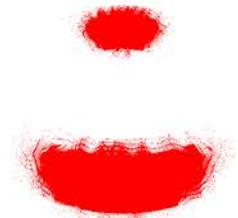
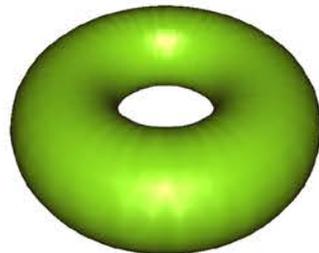
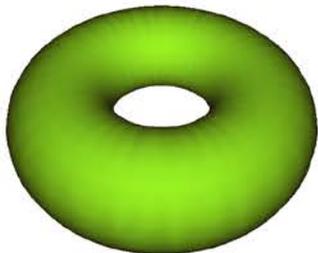
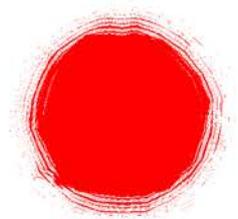
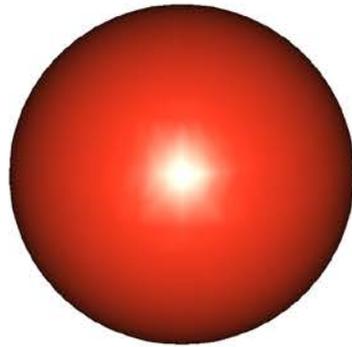
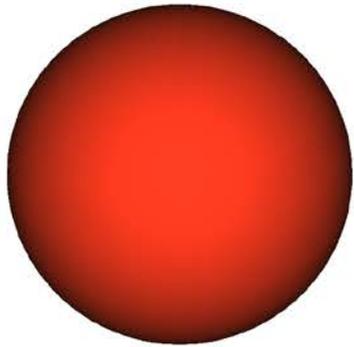
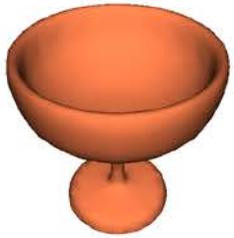
Exemple resultat (no passa el test)

Your output

Reference

Difference (abs)

Different pixels



Exemple resultat (sí passa el test)

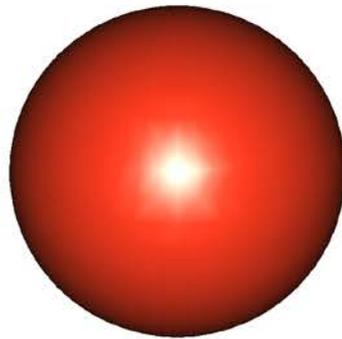
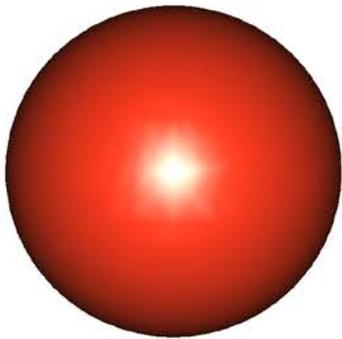
Your output



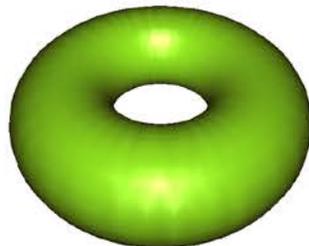
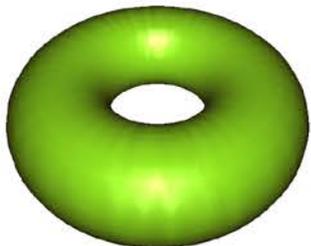
Reference



Difference (abs)



Different pixels



Comentaris

- És important que el **nom de les variables uniform** sigui el que s'indica a l'enunciat!
- Que un shader passi el joc de proves públic òbviament **no implica que sigui correcte**, ni eficient, ni elegant...
- Diferents factors (GPU, drivers, configuració, definició de constants com PI, etc) poden provocar variacions mínimes entre les imatges de referència i les vostres imatges.