

# Assignment #2

Group 2 present solution at 09/11

Group 5 prepares for questions/discussion

In total: 20 min

# 1. RenderTexture

- Install Glew (OpenGL extension Wrangler)
  - <http://glew.sourceforge.net/>
- Download RenderTexture
  - <http://www.gpgpu.org/developer/>
  - [http://www.daimi.au.dk/~mosegard/GPGPU\\_E04Material/RenderTexture.zip](http://www.daimi.au.dk/~mosegard/GPGPU_E04Material/RenderTexture.zip)
- Compile the Test application
- Report any problems or issues

## 2. Blur

- Implement a Blur fragment program
  - Simply take the average of the pixels in a small range
  - It's more fun if you show an animation !
- Show the result in a texture
  - Use Pbuffers
- Apply the blur kernel several times
  - Try and show it as an animation

# 3. Optional

- Eksperiment with other convolution filters
  - Small 3x3 filters:
    - <http://flash.lakeheadu.ca/~wpstack/filters.htm>
  - More filters in general
    - <http://www.opengl.org/resources/tutorials/advanced/advanced97/notes/node152.html>
- If the filter is too large we run out of texture coordinates / texture lookups
  - How could we still run a large filter ?