Overview:
Generate a scene to be rendered in opengl that uses a vertex and pixel shader for lighting. The scene must have a ground plane and a box (box1) floating above the ground plane and any other simple geometry (box or sphere) that casts a shadow on box1 and ground plane (likewise box1 needs to cast a shadow on the ground plane).

1) Generate light maps that include diffuse shading and shadow information using your ray tracer for the ground plane and 7 sides of box1 (you do not need to light the bottom of the box).
2) Implement a fragment shader to light the ground plane and box1 with these light-shadow maps.
3) Add one other fragment shader effect to at least one side of the box – e.g. bump mapping, glyph bombing, etc.