Coursework Report

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Abstract

The purpose of was to develop a 3D scene that demonstrate understanding of these features. At a minimum, textures and lighting will be implemented to add an element of realism.

Keywords – Computer, Graphics, Napier, Pyramid, OpenGL, Edinburgh, Desert

1 Introduction

Referencing You should cite References like this: [1]. The references are saved in an external .bib file, and will automatically be added ot the bibliography at the end once cited.

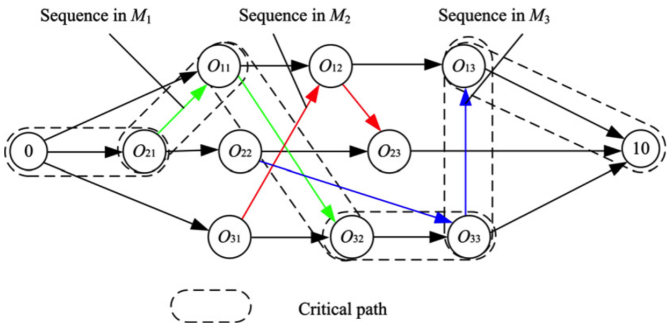

Figure 1: **ImageTitle** - Some Descriptive Text

2 Formatting

Some common formatting you may need uses these commands for **Bold Text**, *Italics*, and underlined.

2.1 LineBreaks

Here is a line

Here is a line followed by a double line break. This line is only one line break down from the above, Notice that latex can ignore this

We can force a break
with the break operator.

2.2 Maths

Embedding Maths is Latex's bread and butter

$$J = \left[\frac{\delta e}{\delta \theta_0}\frac{\delta e}{\delta \theta_1}\frac{\delta e}{\delta \theta_2}\right] = e_{current} - e_{target}$$

2.3 Code Listing

You can load segments of code from a file, or embed them directly.

Listing 1: Hello World! in c++

```
1 #include <iostream>
2
3 int main() {
4     std::cout << "Hello World!" << std::endl;
5     std::cin.get();
6     return 0;
7 }
```

Listing 2: Hello World! in python script

```
1 print "Hello World!"
```

2.4 PseudoCode

for $i = 0$ **to** 100 **do**
    print_number = true;
    if *i is divisible by 3* **then**
        print "Fizz";
        print_number = false;
    end
    if *i is divisible by 5* **then**
        print "Buzz";
        print_number = false;
    end
    if *print_number* **then**
        print i;
    end
    print a newline;
end

Algorithm 1: FizzBuzz

3 Conclusion

References

[1] S. Keshav, "How to read a paper," *SIGCOMM Comput. Commun. Rev.*, vol. 37, pp. 83–84, July 2007.