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| FR1 | 3DObject Class: This is 90% percent done. I say 90% done because It still needs tweaking to be perfect. Syncing of the texture class and object class needs to be complete. |
| FR2 | Camera Class: 80% done. I have full camera controls but not set to their own class. Also, need to fix fluid movement and camera rotations. |
| FR3 | Load individual 3D objects: 100% Done. I have a LoadObj class that loads outside .obj and assigns vertices, indices, normal, and uvs to variables for rendering. |
| FR4 | Coordinate system Class: 0% done. |
| FR5 | Load Scene Graph: 0% done. |
| FR6 | Scene Graph instancing: 0% done. |
| FR7 | Lighting classes: 70-80% done. This will be 100% complete once I finish the ray tracing capabilities. This class will allow for a placement of light source in scene and movement of it. |
| FR8 | Texture class: 80% done: My project has the capabilities to add texture to the objects but isn’t abstracted away to its own class yet. |
| FR9 | Interactive camera controls: 100% done. Can walk around the scene with arrow keys and look with a mouse locked at center of screen. |
| FR10 | Object selection: 0% done. |

Matthew McQuaigue – Rendering Engine Report