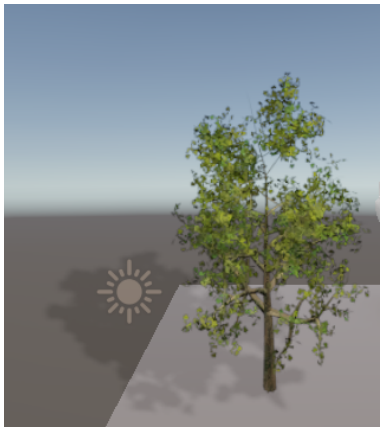
Strengths:
With coding today I felt my strength was my understanding of each different type of shader/visual effect that we went over today. I felt that I gained a lot of knowledge in terms of what each shader is and how I can implement them depending on the use case scenario. For example, using a Standard Surface PBR Shader to give my car a nice metallic coat similarly to how it would in the real world.

Weaknesses:
My two weaknesses today were both getting errors and my speed of implementing each shader in my project. I felt that I was going lower then I wanted in terms of speed of implementing each different shader but I feel that with more practice, I will be able to increase my speed of coding. Another problem was getting syntax errors as I received syntax errors when making my Decal code and it took me time to figure out that I was missing a bracket in one of the methods in the Decal code, that being the Vertex Shader part. I think giving myself more time to debug code and spending less time on finding nice textures and a nice model will prevent this from happening again.

Images of each Implementation

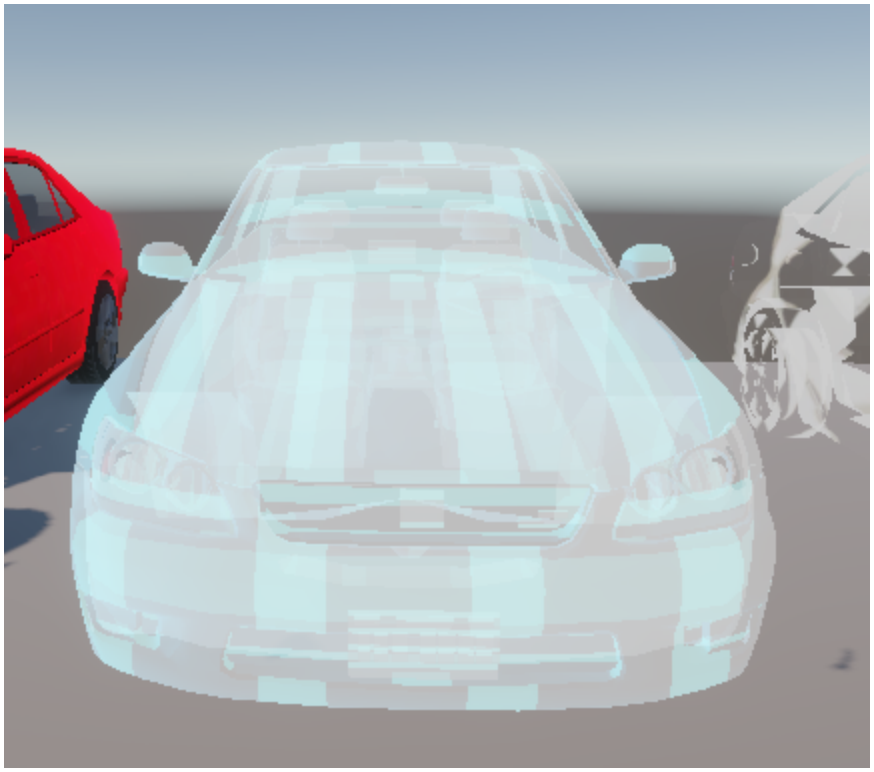
1. Transparency



2. Standard Specular PBR

3. Standard Surface PBR

4.Enhanced Hologram



5. Alpha Blending

6. Decal

7. Stencil Read Hole Object

8. Stencil Front Object

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Github Link: https://github.com/Aloyr20/Intro-To-Computer-Graphics-Class-Activity-02