

## CS 432 – Final Project

### Requirement Fulfillment Document

Component	How Fulfilled
<b>3D World</b>	Plane with a black background
<b>Movable camera</b>	3 <sup>rd</sup> Person Camera
<b>Additional camera</b>	1 <sup>st</sup> Person Camera
<b>All Object Texture Mapped</b>	---
<b>Light Source</b>	Flashlight, sun
<b>Animation</b>	Sphere breathing, sphere rotation, sphere translation, iron man rotation
<b>Object Picking</b>	Dynamic generated objects + stopping sphere motion
<b>Dynamically Generated Objects</b>	Copies of created objects placed until the switch is flipped again
<b>New Geometry</b>	Robot, house
<b>Advanced Mapping Concept*</b>	Shadow mapping attempt

\* This can be reflection/environment mapping or shadow mapping.

Anthony Goncharenko and Ritik Ghanshani worked on this project together.

Anthony Goncharenko worked on:

- Animation
- Object Picking
- Dynamically Generated Objects
- New Geometry (house)
- Moveable Camera
- Additional Camera
- Advance Mapping Concept (attempted)
- Object Texturing

Ritik Ghanshani worked on:

- 3D world
- 3<sup>rd</sup> Person Camera
- 1<sup>st</sup> Person Camera
- Light Source
- Object Picking
- New Geometry (Robot)
- Advance Mapping Concept (attempted)
- Object Texturing