



Cairo University  
Faculty of Engineering

Department of Computer  
Engineering



# **CMP3060 – Spring 2023**

Computer Graphics

# **Frog 7asbi allah**

**Submitted to**

Dr. Ahmed Kaseb

Eng. Yahia Zakaria

**Submitted by**

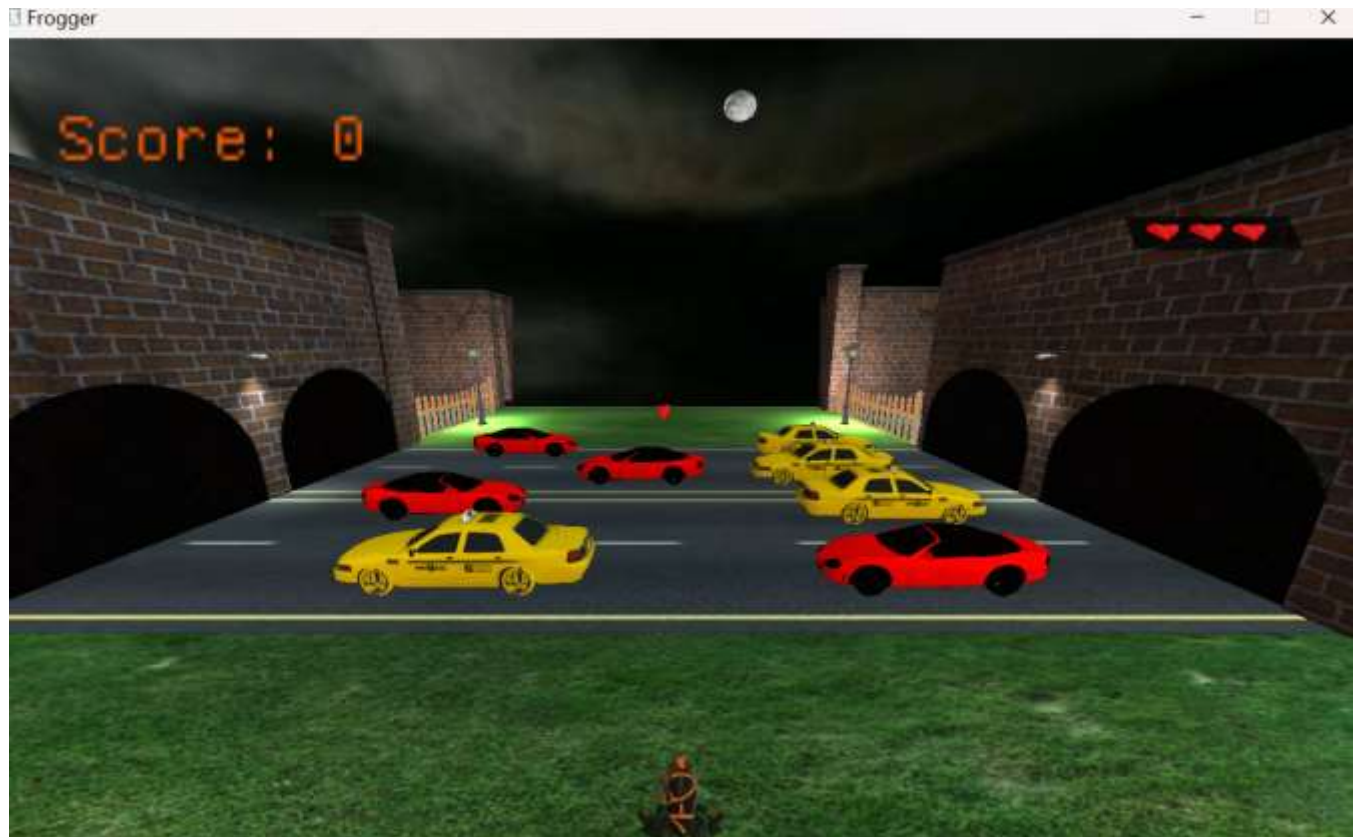
<b>Name</b>	<b>Sec</b>	<b>BN</b>
<b>Ahmed Hosny</b>	<b>1</b>	<b>2</b>
<b>Eslam Ashraf</b>	<b>1</b>	<b>13</b>
<b>Basma Elhoseny</b>	<b>1</b>	<b>17</b>
<b>Nour Ziad Almulhem</b>	<b>2</b>	<b>31</b>

## Work distribution:

	Phase 1	Phase 2
Ahmed Hosny	Req2 – Req4 – Req10	Lighting (directional - point)
Eslam Ashraf	Req1 – Req7 – Req9	Game (logic)
Basma Elhoseny	Req2 – Req3 – Req8	Game (post processing - component)
Nour Ziad	Req5 – Req6 – Req11	Lighting (directional - spot)

## ScreenShots:

1-



2-



3-

