**Department of Computer Engineering**



**Cairo University**

**Faculty of Engineering**

**CMP3060 – Spring 2023**

**Computer Graphics**

**Frog 7asbi allah**

**Submitted to**

Dr. Ahmed Kaseb

Eng. Yahia Zakaria

**Submitted by**

|  |  |  |
| --- | --- | --- |
| **Name** | **Sec** | **BN** |
| **Ahmed Hosny** | **1** | **2** |
| **Eslam Ashraf** | **1** | **13** |
| **Basma Elhoseny** | **1** | **17** |
| **Nour Ziad Almulhem** | **2** | **31** |

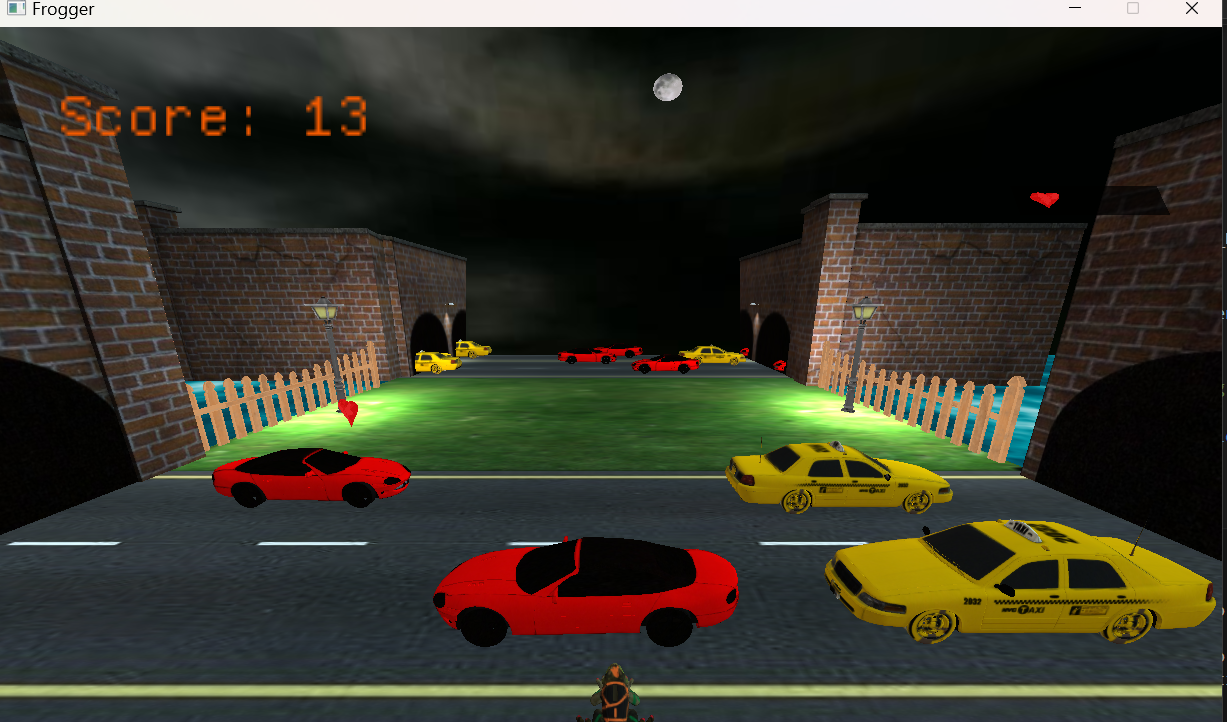
**Work distribution:**

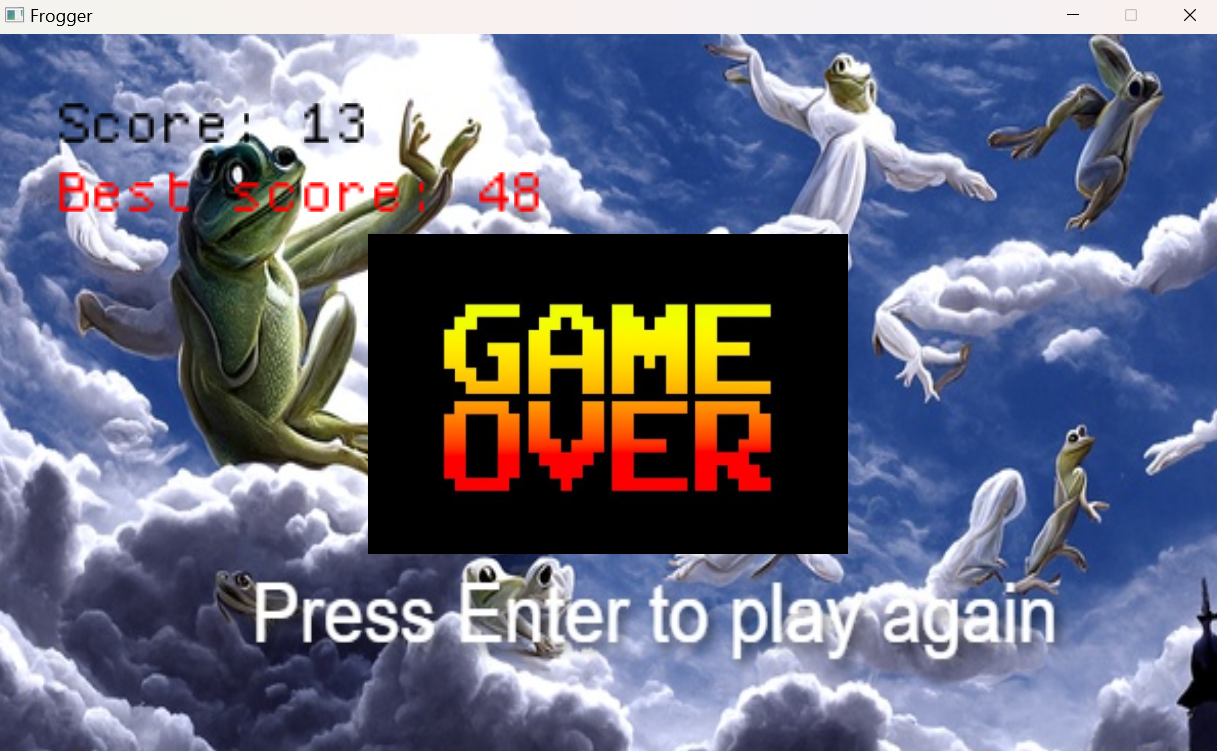
|  |  |  |
| --- | --- | --- |
|  | **Phase 1** | **Phase 2** |
| **Ahmed Hosny** | Req2 – Req4 – Req10 | Lighting (directional - point) |
| **Eslam Ashraf** | Req1 – Req7 – Req9 | Game (logic) |
| **Basma Elhoseny** | Req2 – Req3 – Req8 | Game (post processing - component) |
| **Nour Ziad** | Req5 –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

**ScreenShots:**

**1-**

**2-**

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**3-**