Assessment Submission Coversheet:  
Computer Graphics

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| **Student Name:** | Benjamin Luke Scott |
| **Student Number:** | 10656155 |
| **Student Email** | S210052@students.aie.edu.au |
| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development |
| **Assessment Name:** | Computer Graphics |
| **Units Covered:** | ICTICT427 – Identify, evaluate and apply current industry-specific technologies to meet organisational needs |
| **Teacher/s:** | Jesse James Donlevy |
| **Due Date:** | 29/04/2022 |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas |

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: Benjamin Luke Scott Date: 1/05/22

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**Self-Evaluation**:

Write a brief report (1-2 pages) that evaluates your experience working with OpenGL using GLSL shaders, and Unity3D using HLSL and ShaderGraph.   
As part of this report discuss how you used your knowledge to apply the techniques and handle the programs used in your implementations of your application, your preferences for future use and how you changed your application/s based on feedback you received.

Please contain your report here.

My experience with OpenGL, GLSL, Unity3D, HLSL and ShaderGraph shaders was good. First time diving into shaders was tough with many errors along the way but with debugging I would eventually figure out the errors.

In OpenGL I would use GLSL to create many post-processing techniques such as Gray scale, inverted colour, pixelated, blur and many more.

Name: Benjamin Luke Scott Date: : 1/05/22

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**Work Submitted:***Tick to acknowledge you have submitted this part of the assessment.*

1. Completed Real-Time 3D OpenGL Application: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
2. Completed Real-Time 3D Application: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
3. Present and Record Feedback: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.
4. Follow Good Coding Practices: In a few short sentences or dot points, please describe what you submitted for this part of the assessment.

*For more information on these parts, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/813/files/544412/download?download_frd=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Computer Graphics*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2022 Subject & Assessment Guide – Computer Graphics***

Name: Please enter you name. Date: Please enter the date