Name: Callum Hill

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| **MyCOMP3015 CW1 submission fulfils the conditions to pass:** | | | | | |
| Software compiles using given framework. | | Yes/No | | | |
| My submission has a unique model in the scene. | | Model source: Made by me in Blender (palmtree.obj) | | | |
| Git, write up and video explanation submitted | | Filenames: readme.md (on github + dle submission Youtube: <https://www.youtube.com/watch?v=gb7B1T7OGQw>  Git repo: <https://github.com/CallumH03/COMP3015-30> | | | |
| By submitting this form, I acknowledge the following submission is entirely my own work | | *Yes/No* | | | |
| **My project has the following features** | | | | | |
| **Feature** | **Description** | | **Category** | **Marks** | **Checklist (Cross the ones that are NA)** |
| Phong Lighting | *I have implemented Phong in my fragment shader.* | | *Basic – basic lighting* | *5* | *GIT Video ~~Report~~* |
| Textures | *I have done basic texture sampling for my plane to make it look like a beach and a texture for the palm trees* | | *Basic – basic textures* | *2.5* | *GIT Video ~~Report~~* |
| Lighting Subtechnique | *I have implemented multilight and fog* | | *Basic – Lighting subtechnique* | *5* | *GIT Video ~~Report~~* |
| Feature Marks (Basic and Advanced) | | |  | 12.5 |  |
| Research | | |  | *0* |  |
| Passing Marks | | |  | *40* |  |
| Aesthetics (module leader) | | |  | *6* |  |
| Total | | |  | *52.5* |  |

\*By submitting this form I acknowledge all the information claimed to be true.