CMP301 Project Legend: Mid Risk On Track Low Risk High Risk Unassigned Cameron Wiggan 2001551 Project Start Date: 15/11/2022 Scrolling Increment: 0 December November January Goal **Terrain Creation** Heightmap On Track 15/11/2022 3 Displacement On Track 15/11/2022 3 Vertex Normals Texture change Med Risk 15/11/2022 10 based on height Goal Ocean Shader Create the ocean Med Risk 21/11/2022 10 shader Update the Med Risk 21/11/2022 14 vertices (Waves) Lighting and Goal models directional Low Risk 30/11/2022 6 light(sun) Load a hut Low Risk 03/12/2022 3 model Load a tree Low Risk 03/12/2022 3 modle Point light and On Track 6 06/12/2022 ambient light Specular and High Risk 09/12/2022 9 attenuation Post Processing & Goal shadows Impliment Bloom High Risk 15/12/2022 10 effect Accurate model Med Risk 20/12/2022 7 shadows GUI to change Low Risk 27/12/2022 4 settings 7 On Track 30/12/2022 Report Grass blade On Track 06/01/2023 4 shader To add more data, Insert new rows ABOVE this one