Daniel Meyer

CSE 520-01

Dr. Tong Yu

**CSE 520 Final Project Abstract**

For my final project I plan to iterate on my project from last quarter’s CSE 420 project, 3d Adjacency Maze. My primary goal is to enhance the simply graphics of the basic, solid colored walls, floor, and ceiling with textured walls, floor and ceiling. Furthermore, in the original demo the objects had a “floaty” presence within the maze and never truly felt grounded. I plan to remedy this by adding shadows to the objects within the maze that are being cast from the light source on the camera. Finally, I want to attempt to use an environment of some form to create an object with reflectivity, however due to our limited time in this class, I’m not sure if that goal will be possible. Overall, the project should retain a similar file structure and format with the maze algorithm and rendering being performed within the maze.cpp file. New inclusions will be the .vert and .frag files for the vertex and fragment shaders as well as the subsequent code to assemble the files and link them with the main program. A major concern I do have is that currently the maze is mostly comprised of GLUT objects which could cause problems when trying to bind textures to them and may require using Blender to recreate the maze and then import the vertices. Overall, I am looking forward to the project and think it will be an excellent learning experience.