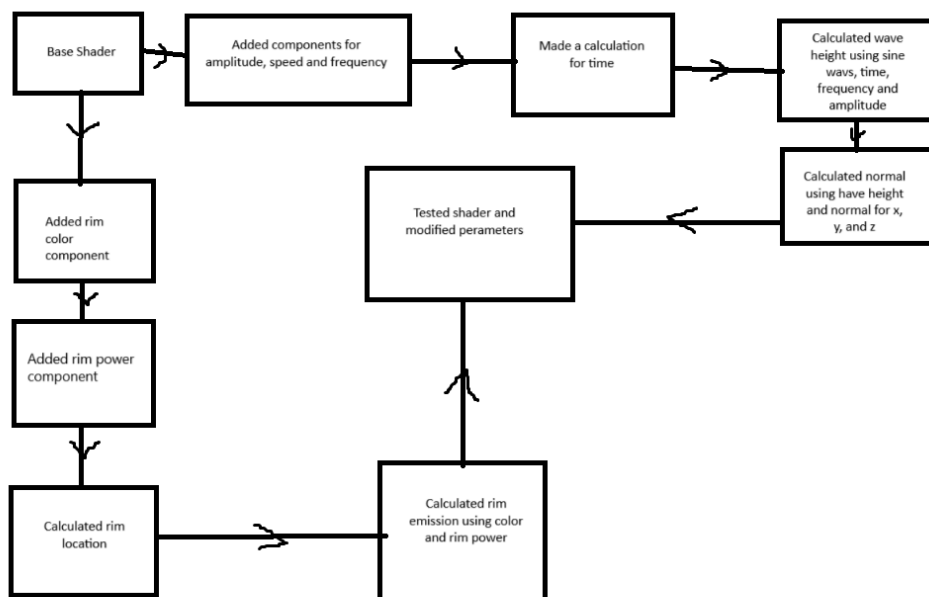


Daniel Barbier - 100820942

David Bacon - 100916851

Damage effect explanation

The damage effect created uses a combination of the rim effect and the wave effect both used in class. My reasoning for using the wave effect is to signify the impact of the punch received. The wiggles of the wave act as some sort of reaction to the punch delivered to the player who received it. As for the rim effect, it basically uses red and black colours to signify damage done to the player. The black colour saturates the red glow of the damage to communicate that the player has been damaged.



The Player outline and normal map shader explanation

The player and the enemy have a shader that is a combination of both a normal map shader and an outline shader. The reasoning for the outline effect is so that both the player and enemy stand out against the background, as for the normal mapping since 3d models are used it can make small details pop out more.

