Name: *Daniel Steele*

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| **MyCOMP3015 CW1 submission fulfils the conditions to pass:** | | | | | |
| Software compiles using given framework. | | Yes | | | |
| My submission has a unique model in the scene. | | Model source: Models were created entirely in blender by myself. | | | |
| Git, write up and video explanation submitted | | *Filenames: readme.md Youtube:*  *Git repo:*https://github.com/DanielSteele1/COMP3015\_1 | | | |
| By submitting this form, I acknowledge the following submission is entirely my own work | | Yes | | | |
| **My project has the following features** | | | | | |
| **Feature** | **Description** | | **Category** | **Marks** | **Checklist (Cross the ones that are NA)** |
| *BlinnPhong Lighting* | I have implemented BlinnPhong in my fragment shader. | | *Basic – basic lighting* | *5* | *GIT Video ~~Report~~* |
| *Textures* | I have done basic texture sampling for my model | | *Basic – basic textures* | *2.5* | *GIT Video Report* |
| *Skybox* | I have a skybox implemented using xx.png files. | | *Basic - skybox* | *2.5* | *GIT Video Report* |
| *Mixing* | My shaders utilise mixing to determine the Fog in the scene (purple fog on the skybox). Basic\_uniform.frag (85) | | *Basic* | *2.5* | *GIT Video Report* |
| *Fog and Toon Shading* | In my scene, I’m using toon shading to gradually smooth the lighting. I’m also using fog for the skybox, to make it slightly purple above. | | *Basic* | *5* | *GIT Video Report* |
| *Animation* | My scene has an animated light that periodically moves around the scene. | | *Advanced* | *2.5* | *GIT Video Report* |
| Gamma correction | *In my fragment shaders main function I am using gamma correction to correct the lighting in the scene.* | | *Advanced* | *1* |  |
| Feature Marks (Basic and Advanced) | | |  | *21* |  |
| Passing Marks | | |  | *40* |  |
| Aesthetics (module leader) | | |  | *???* |  |
| Total | | |  | *????* |  |

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