Name: Daniel Steele

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| --- | --- | --- | --- | --- | --- |
| **My submission fulfils the following conditions to pass:** | | | | | |
| Software compiles | | Yes | | | |
| Populated Git repo consistent with DLE submission exists | | Git link: https://github.com/DanielSteele1/COMP3016\_2 | | | |
| OpenGL in C++ with vertex and fragment shaders loaded with a quad displayed and signature feature visible. | | List your signature(s): “ Daniel Steele “ – Signature is present on both earth and moon textures,  in white text | | | |
| Write up and video explanation submitted | | Filenames: ReadMe.md Youtube: <https://youtu.be/O0wtXeHL6Xc>  GitHub:<https://github.com/DanielSteele1/COMP3016_2/tree/main> | | | |
| Defended work in viva. | | Yes/No | | | |
| **My CW2 project has the following features** | | | | | |
| **Feature** | **Description** | | **Category** | **Marks Claimed** | **Marks Awarded (for ML use)** |
| MVP Implemented | MVP transforms implemented in lines 400 to 500 (inside render loop), in (shaders/vertexShader.vert/fragmentShader.frag) and also in shaders/skybox.vert/skybox.frag | | 40-70 Marks | 5 |  |
| Textures | loaded textures for each model in lines 302 to 366. (textures and .obj files located in media folder). Skybox textures located at lines 240 onwards. | | 40-70 Marks | 5 |  |
| 3D polygons with scene animations | Created a cube map for the skybox directly in Main.cpp.  Scene involves basic animations for models, using translate, rotate and scale. | | 40-70 Marks | 5 |  |
| Keyboard/mouse movement | Player can move around in a full 3D environment and can control their camera using the mouse. | | 40-70 Marks | 5 |  |
| Load Model(s) with textures | Used ASSIMP to import .obj models from models created using blender.  .obj models found in media/ | | 40 – 70  Marks | 5 |  |
| Total Feature Marks | | |  | **25** |  |
| Passing Marks | | |  | **40** | 40 |
| Minimum marks expected (not including aesthetics) | | |  | 65 | (ML will give final mark here including aesthetics) |
| ML Feedback: | | | | | |

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