Assessment Submission Coversheet: Computer Graphics

Task 2 – Demonstrate Advanced Graphical Techniques Using a 3D Engine or Framework

Student Name:	Dylan Alvaro
Student Number:	Please enter your student number.
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Course Stream:	10702NAT – Advanced Diploma of Professional Game Development
Assessment Name:	Computer Graphics
Units Covered:	ICTICT427 – Identify, evaluate and apply current industry-specific technologies to meet organisational needs
Teacher/s:	Jesse James Donlevy
Due Date:	01/05/2023
Date of Submission:	*Will be automatically recorded on Canvas*
Assessment Work Location	Canvas

For more information on these parts, please click on the **Subject and Assessment Guide** *link in the course* **Game Programming Year 2** *under the subject* **Computer Graphics** *on* https://aie.instructure.com *and read the* **2023 Subject & Assessment Guide – Computer Graphics**

Naming Convention
- Yourname_CG_Unity_SourceFiles.zip
- Yourname_CG_Unity_ReleaseBuild.zip

Declaration

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

☒ Tick to acknowledge you have read and agree with this declaration.

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Work Submitted:

Tick to acknowledge you have submitted this part of the assessment.

1. ☒ Completed Real-Time 3D OpenGL Application:

   For this part of the assignment I submitted a project which Included:

   * point lights

   * custom materials on objects

   * different lights

   - ☒ 2D GUI that can be interacted with by the user and interacts with the 3D world in some manner:
     Created different buttons and sliders which can change the materials of the player as well as the smoothness and metallic of the materials on the player.

   - ☐ Custom materials applied to 3D objects: By getting the diffuse, specular and normal maps of materials I was able to get custom 3D objects to appear with textures.

   - ☒ Skeletal animation that reacts to user input: The skeletal animations in my project are shown in the walking of the player.

   - ☒ Follow Good Coding Practices: By using camalCasing in all script files and commenting code when appropriate.

*For more information on these parts, please click on the **Subject and Assessment Guide** link in the course **Game Programming Year 2** under the subject **Computer Graphics** on https://aie.instructure.com and read the **2022 Subject & Assessment Guide – Computer Graphics***

Name: Dylan Alvaro   Date: 30/04/2023