Assessment Submission Coversheet:  
Computer Graphics

Task 3 – Present, Record and Evaluate Feedback

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| **Student Name:** | Dylan Alvaro |
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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***](https://aie.instructure.com/courses/1027/files/723185?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Computer Graphics*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2023 Subject & Assessment Guide – Computer Graphics***

**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.

Name: Dylan Alvaro Date: 30/04/2023

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**Self-Evaluation**:

Write a brief report (one [1] page) that evaluates your experience working with OpenGL using GLSL shaders, and Unity3D using HLSL/Cg and ShaderGraph.   
As part of this report discuss how you used your knowledge to apply the techniques and handle the programs used in your implementations of your applications for Task 1 and Task 2, discuss your preferences for future use of shaders in Unity.

My experiences working with both OpenGL and Unity to create various shaders was a very good learning experience. OpenGLs GLSL Shaders were very challenging to work with initially and took some time to get used to, compared to Unity’s inbuilt ShaderGraph I felt that I had more fun working in engine as it was easier to understand and see how the materials were being affected in real-time.

OpenGLs implementation of creating and using Shaders by requiring needing both .vert and .frag files made insuring that the code was right very tedious and left me needing help on countless occasions from both my instructor and class-mates. Compare this to Unitys implementation within HLSL and ShaderGraphs I felt that I understood how to navigate around making different types of shaders within minutes compared to OpenGLs. With my limited understanding and knowledge of doing shaders in GLSL I was able to create post-process effects such as Grayscale, Sepia, Distoration, Edge Detection and a Box Blur, The required implantation was somewhat easy at the start however some required further research to get a better understanding of how it can be made.

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**Self-Evaluation**:

Using the feedback you have been provided by your trainer and any peers, make adjustments to your application.

Write a brief report (500 words) that list the feedback, your response to the feedback, and a brief evaluation of the technologies, techniques and programs used in your implementation(s).

For example, explain the lighting algorithms used and contrast these with other algorithms that could have been used. You could provide information on what techniques are commonly used in the industry, or where the latest research is currently focused.

In your evaluation, pay special attention to any practical implications the technology may have especially in relation to the cross-discipline team projects you will be completing later in the year (i.e., how could this be used in games, and how would this affect the game, development time, player experience, etc.).

Please contain you report in here.  
  
When answering the report state the feedback you addressed and answer it in a long form response format (No dot point).

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**Work Submitted:***Tick to acknowledge you have submitted this part of the assessment.*

Completed this Cover Sheet: In a few short sentences or dot points, please summarise what you are submitting for this part of the assessment.

Received feedback from others: List all people you received feedback from

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Name: Please enter you name. Date: Please enter the date