**INFO-3111 Summer 2023 – Checkpoint #7 & 8**

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| **Due:** At the start of class, **12:00 PM (noon), Thursday, June 8th, 2023** |
| **Submit:** Your screenshot to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 2% (**This is two checkpoints combined**) (There will be up to 12 checkpoints, *all together worth 10%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

Using a **scene from Project #1, your mid-term submission, or a completely new sceneϮ**, show the following:

* Checkpoint #7 (specular and alpha transparency):
  + Show that at least five (5) models have a high specular material (i.e. are shinny), and that there are variations of shininess. What I’m looking for is that one object is clearly shinier than another, while there are still objects aren’t shiny at all.
  + Show at least five (5) models that have various levels of alpha transparency AND have “order independent” transparency.
* Checkpoint #8 (basic 2D texturing):
  + Add at least three different 2D textures to at least five (5) models. I’m not worried how “beautiful” they are – good texture mapping is difficult. You can use automatically generated “spherical texture mapping” if you’d like, or load models that already have texture coordinates added.
  + What I’m looking for here is that you can load a few textures and can apply them to several models.   
      
    (Where we’re going with this is: I’ll be giving you specific models that have specific textures, and I’ll be asking you something like “place the brick texture on this wall model”.)

**Ϯ** The “scene” has to be “reasonably complex” and “sensible”.

* “reasonably complex”: There has to be at least twenty (20) models of at least eight (8) types.
* “sensible”: It must be a recognizable scene. I can be “fantastic”. A good guide is if you showed it to a child and asked what it was showing – they might say “oh, it’s giant bunny rabbits attacking a city” and that would be OK; it’s “fantastic” but you can clearly tell what it is.
* If it looks like a bunch or random models scattered all over the place, then it’s not either.
* You *can’t* use the scene from class (which is not complex enough or reasonable, anyway)

Please **record and submit a video** where you move your camera around, showing that you’ve met the requirements. I’d suggest that you narrate what you are showing.

I do ***not***need you to submit your solution.