



Assessment Submission Coversheet: Computer Graphics

Task 1 – Create a Real-Time 3D OpenGL Application

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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:	31/03/2023
Date of Submission:	<i>Will be automatically recorded on Canvas</i>
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_CPP_SourceFiles.zip
- Yourname_CG_CPP_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.

Name: Justin Green

Date: 02/04/23



Assessment Submission Coversheet:

Computer Graphics

Task 1 – Create a Real-Time 3D OpenGL Application

Work Submitted:

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

1. ☒ Completed Real-Time 3D OpenGL Application:
 - Submitted a 3D real-time executable application implementing the OpenGL Library. The application presents just what OpenGL can offer in terms of 3D model rendering, texture mapping and 3D Lighting.
 - ☒ 3D Models Rendered With Custom GLSL Shader
 - Shaders include:
 - Simple
 - Coloured
 - Phong
 - Normal Lit
 - Textured
 - Post effects
 - particle
 - ☒ Texture Mapping:
 - The application loads in the 3D models using a mix of the AIE C++ bootstrap and GLSL fragment and vertex shaders, which maps any texture onto a obj that has an associated MTL file.
 - ☒ 3D Lighting:
 - The Application include directional lighting and point lights in 3d space which affect shaders in real time.
 - ☒ Follow Good Coding Practices:
 - Ensured proper coding standards were met in regards to coding practices and documentation.

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