Game-3111 Advanced Graphics Programming Lab
Two ~~coins~~ Diamonds for Charon
Lab 5

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1   Introduction

In this lab you will practise materials and lighting in DirectX.

2   Logistics

You may work individually or in pairs for this assignment. All submissions for this lab are electronics. If you are working as a pair, only one submission is required for two students but make sure that both your names are included in the submission. Either student may make the submission.

3   Instructions

Download the example project uploaded on blackboard and modify the code in there to fulfill the requirements for this lab.

4   Deliverables

You will need to submit a zip folder containing the modified project and upload 2-3 screenshots of your running application. **Make sure to delete the .vs & debug folders from the project before compressing the project to submit. It will make the project size much smaller.**

5 What you need to do

1. Download the project from blackboard.
2. Run the project and familiarize yourself with how textures are applied to the geometry.
3. From lab #4, take the generation code of your diamond and place it in the supplied project. (If you did not complete lab #4, Use a sphere instead of the diamond)
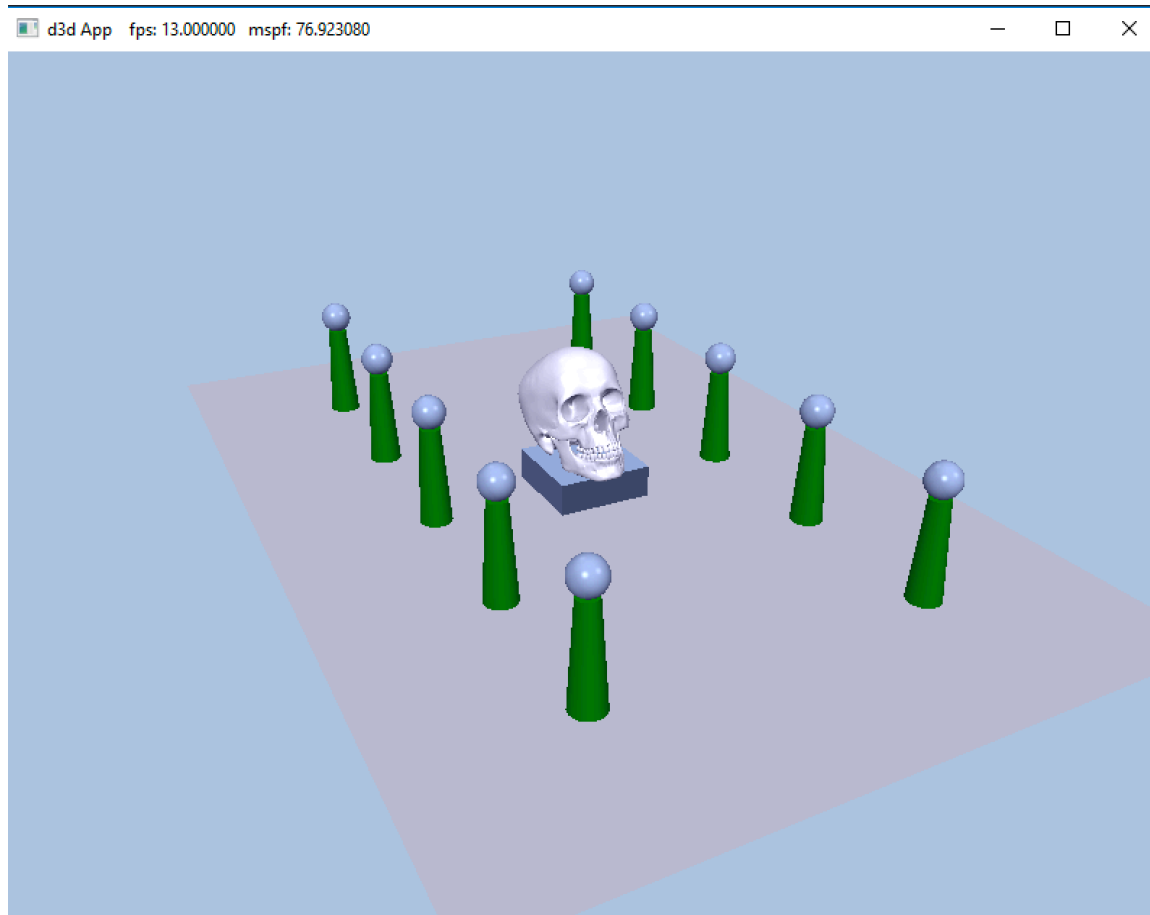
4. Generate 2 diamonds and place one in each eye of the skull.
5. Apply a blue material for the diamonds.
6. Take screenshot A
7. Change the light colour to a yellowish colour.
8. Take screenshot B
9. If you need a challenge, try having a blue material for one diamond and a red material for the other.
10. Take screenshot C