

# Computer Graphics Assignment Details

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## Project location:

- ControlledJunctionViewer

## Areas I have implemented code:

- Assignment application
  - All the classes within this application
- ControlledJunctionViewer
  - All the classes within this application

## Shaders I have implemented:

- “downArrow.frag” & “downArrow.vert” – Based on the “walk” shader provided

## Scene Interactions:

- Right click Cars – This will toggle a camera that follows the car.
- Right click pedestrian lights – This will toggle the lights to change state
- Space bar – This will toggle the ‘Toon’ shader on the cars.
- ‘b’ – This will toggle the day/night light cycle

## Main features:

- Day & Night cycle
- Additional camera (right click a car)
- Toon shader (press space)
- Controlled traffic light indicator (above the active light, ‘downArrow.frag’ shader)
- Car collision