Jacob Daniels-Flechtner

CMPM 163

May 11, 2019
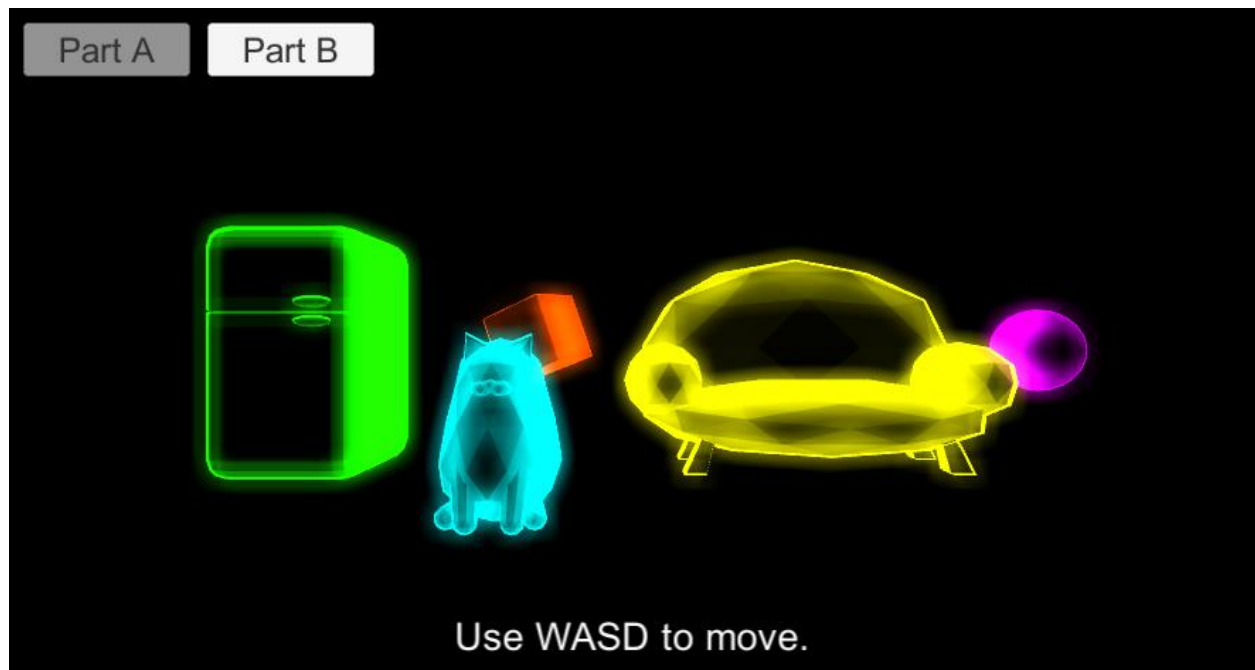
Homework 2 ReadMe

Github link: https://github.com/JacobDanielsF/HW2Revised

Source code is contained in Homework 2.zip

Part A

This scene has multiple objects with a tron-like shader applied to each. The tron shader is a combination of a rim shader and an outline shader. The camera also has a bloom shader applied to it. The cat is movable by using the WASD keys.

Part B

A scene with a rotating, bobbing camera above a scene with noise-based terrain. The terrain has different textures applied to it based on its height. The water reflects the night skybox. There are several UI sliders in the upper-right corner of the screen that allow for adjustments to be made to the scene.