

Coursework 2	
To not fail	
Software compiles	10
Populated Git repo consistent with DLE submission exists	10
At least 1 shader from Lecture 5-10 implemented on CW1 model/scene	10
Write up and video explanation submitted	10
NO PLAGIARISM	
40-70 range	
Mix and match topics to showcase advanced shaders (from 2nd feature onwards)	10
One feature worth 10 marks inclusive of documentation, explanation and video	
less 2 marks if not in GIT	
less 2 marks if not in written explanation	
less 2 marks if not explained in video	
Features from CW1 Rubrics can contribute towards CW2 if not already awarded for CW1.	5
conditions for CW1 rubrics will be less 1 mark penalty compared to above	
CW1 features include scene controls	
Aesthetics	10
Advanced Topics	
Advanced topics not included in syllabus implemented, documented and explained	10
Advanced topics from recent 5 years research papers implemented, documented and explained	10

Advanced Shaders	
Week 5	Image Processing
	Edge Detection
	Gaussian Blur
	HDR with Tone Mapping
	Bloom effect
	Deferred Shading
	(Gamma correction not included because too easy)
Week 6	Geometry Shaders
	Tessellation
	Point Sprites
	Wireframe
	Silhouette Lines
Week 7	Vertex Animations
	Surface Animation
	Particle Fountain
	Transformative Feedback
	Instanced Meshes Particle System
	Fire/Smoke Particles

Week 8	Shadows
	Shadow Map (PCF/Jitter)
	Shadow Volume
Week 9	Noise
	Cloud effect
	Wood grain effect
	Disintegration
	Paint Splatter
	Night Vision
Week 10	PBR

CW1 Basic Shaders not yet implemented for CW1 but implemented for CW2

Lights	SpotLight
	MultiLight
	Toon shading
	Fog
Textures	Multiple Textures
	Discarding Pixels
	Normal Maps
	Skybox
	Projective Texture Mapping
	Render to Texture
Controls	Mouse and keyboard scene animation

Notes:

- 1) You should continue expanding CW1's scene, but if you decide to change scene entirely please notify me.
- 2) You cannot claim marks for features already claimed for CW1.
- 3) Similar submission details apply with the addition of the git link: GIT, youtube and report. Please submit your report separately as pdf. You may use contents from the MD file.
- 4) Make sure your Youtube permissions are set to unlisted (I had trouble accessing some for CW1).
- 5) Look out for additional requirements here.