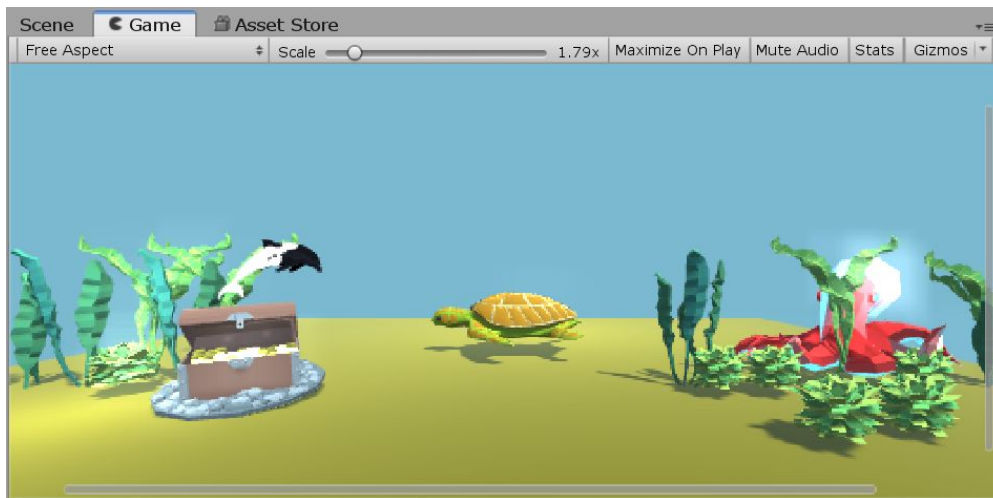


Part A :

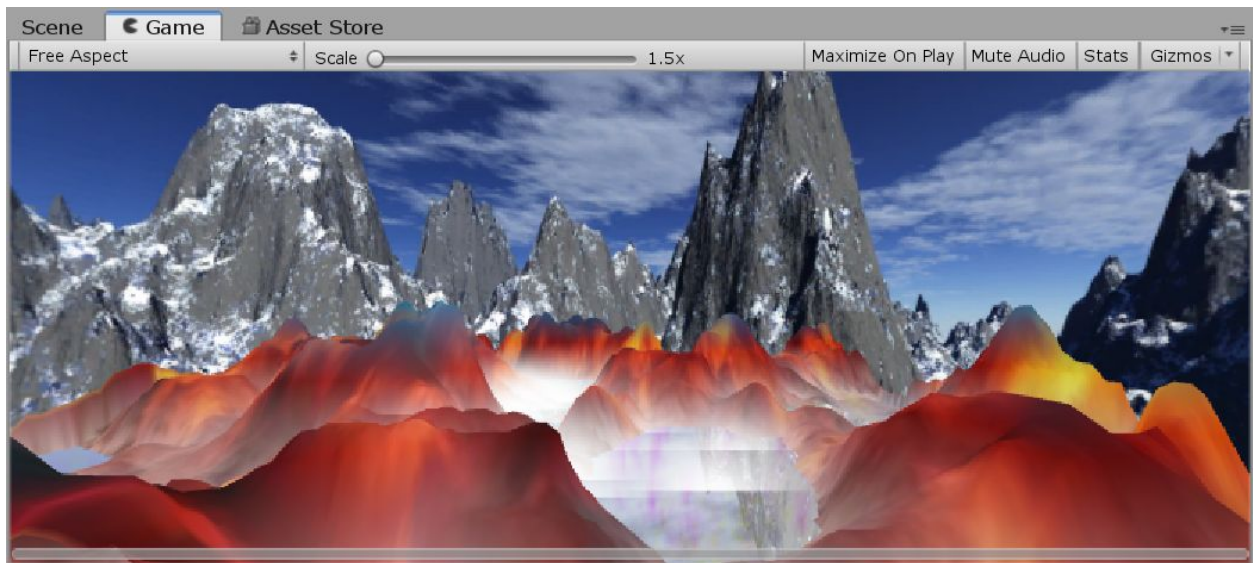


- For the Octopus, I used rim shader and the outline I used blue color which make it a blooming Octopus. Somehow the effect is not very easy to see in the webpage form.
- There are some golden coins that used phong shader. The effect is not easy to see in the web page. This is what it looks like in the game play mode.



- I tried an x- ray shader for the dolphin. It is still visible behind the seaweeds. I tried to make the conflict part white so it is easy to see the differences.
- I also add some basic particle system to make bubbles.

Part B



I have created some volcanoes with mesh and particle system for fog. The water can show the reflection of mountains in the sky box background.

Different angles of skybox:

