Team Members:
Kelly Herstine
Zachary Taylor

Contribution:
Kelly Herstine:
-Setting up UML diagram
-Setting up files for the midterm project
-Setting up the render for the fractal and cel shading
-Setting up uniforms
-Implimentaion of the Julia Fractal
-Implimentation of edge render post processing

Zachary Taylor:
-Helping with UML diagram
-Setting up files for the midterm project
-Setting up the render for the fractal and cel shading
-Setting up uniforms
-Using arrow keys to change the fractal shape and outcome
-Implimentaion of the Julia Fractal

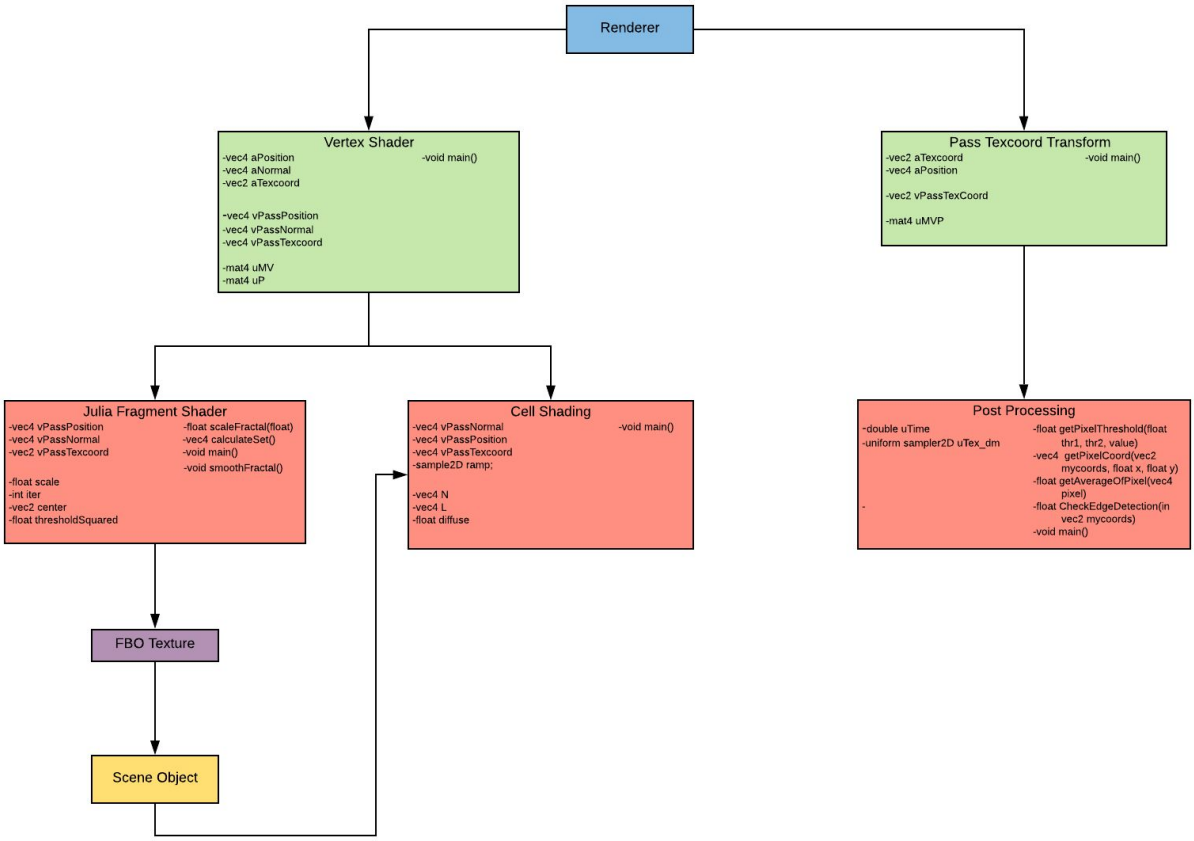
Repository Link:
https://bitbucket.org/Kellers176/graphics2/overview

Stable Commit:
4e44726D

Project Goals and Outcomes:
For this project, Zach and I worked together to recreate the Julia Fractal. This included the implimentation of the fractal on a Full Screen Quad as well as texturing it onto objects in the scene. Along with this, we decided to add Cel shading using the ramp texture that we created with photoshop. Lastly, we added in the edge detection post processing.

Justification of How Project Fits Description:
High Level Category - We implimented the Julia Fractal
Unique Concept - We have not done any of these shaders in class
Lighting/Shading - We implimented Cel shading
Post-processing - We implimented the edge render shader
Curve interpolation - Ran out of time

UML Diagram:



Where to find code:
All shaders that we added to the project can be found under the folder Mid-Fractal.
Other files that we worked on were in a3_DemoState_render.c, a3_DemoState_idle-input.c, and a3_DemoState_loading.c