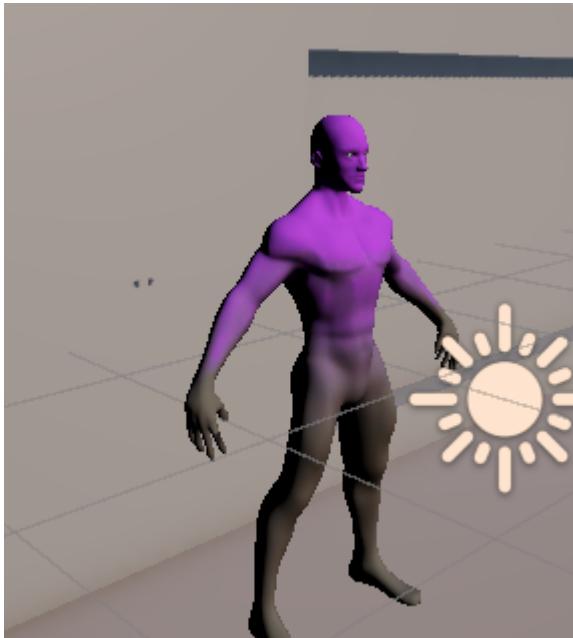


Simple lighting shadow shader



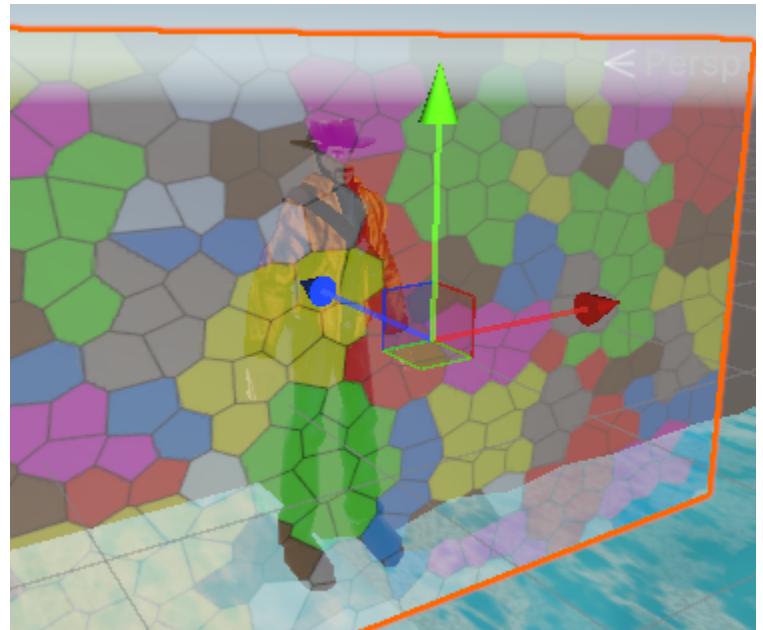
Material Vertex Fragment shader

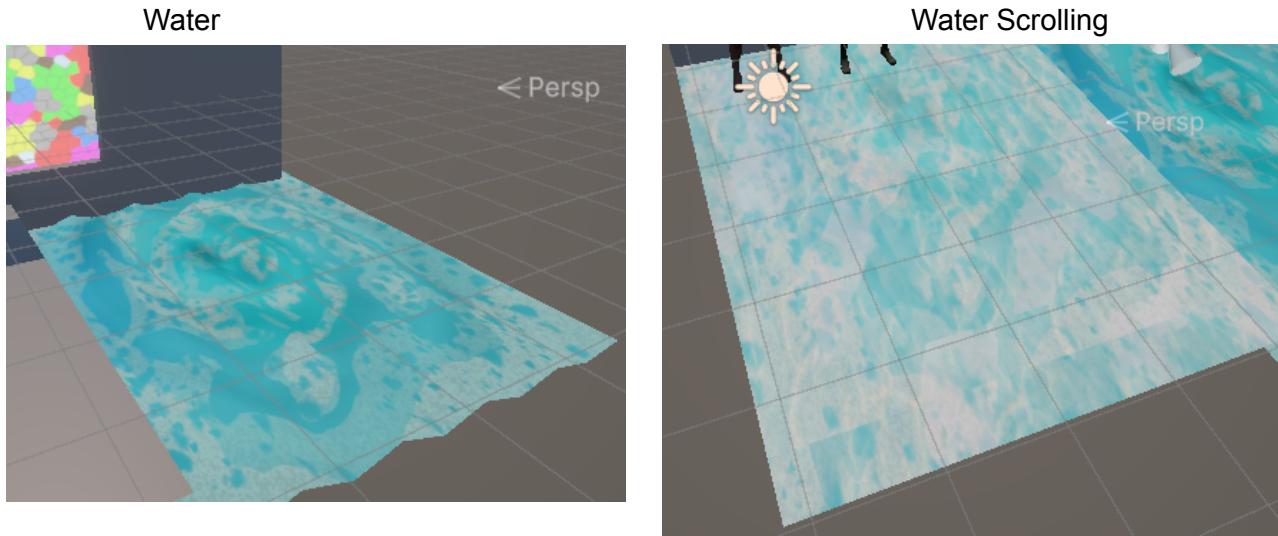


Simple Shadow with Texture



Glass





### Reflection

Overall I really enjoyed this lecture activity, making different shadow shades, glass shader and different water shaders. Some difficulties I faced during this activity are the shadow and glass shaders. For the glass shader I was unable to make it transparent. I tested my plane by adding a character model behind it and it didn't show the player through it. On the other hand the shadow shaders I had a difficult time with the output of how the shader looked. For example the simple lighting shadow only gave the shadow to the models eye, and when I did it the other way around it would show the models shadow. These issues were then solved by messing around in the shader code. In the future I would like to get more familiar with the shader lab in these shaders.

GithubLink:

[https://github.com/Kishan-Mohan/CGact3\\_KishanMohanakanth.git](https://github.com/Kishan-Mohan/CGact3_KishanMohanakanth.git)