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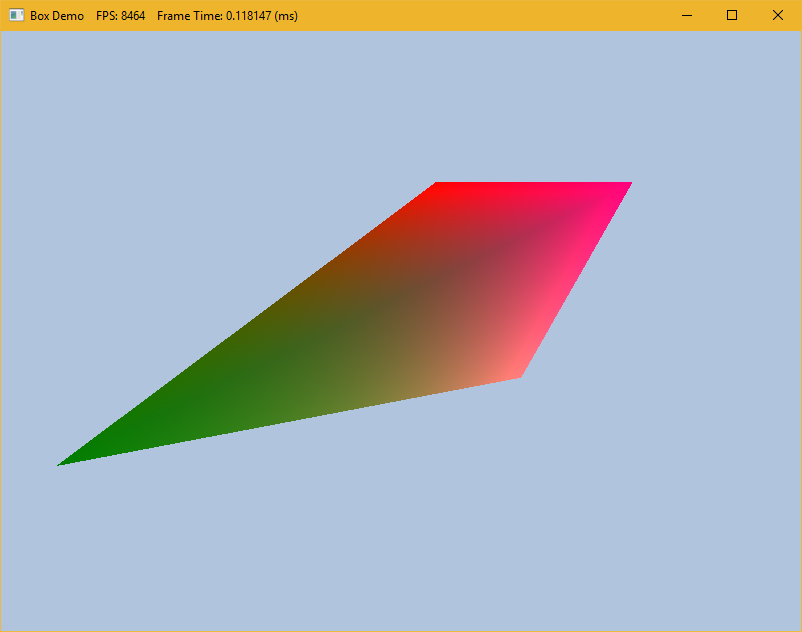
Advanced Graphics Programming

Assignment, part 1: Primitives

## Basic:

I chose to render a tetrahedron.

## Intermediate:

I decided to let the user stretch the model by holding middle mouse button and dragging the mouse. The CPU calculates the new mesh coordinates.

# Assignment, part 2: Texturing

## Basic:

I wrapped an Samsung s7 texture around a model I made with the geometrygGenerator. I manually set the texture points from the model.

## C:\Users\TheCore\AppData\Local\Microsoft\Windows\INetCache\Content.Word\3.png

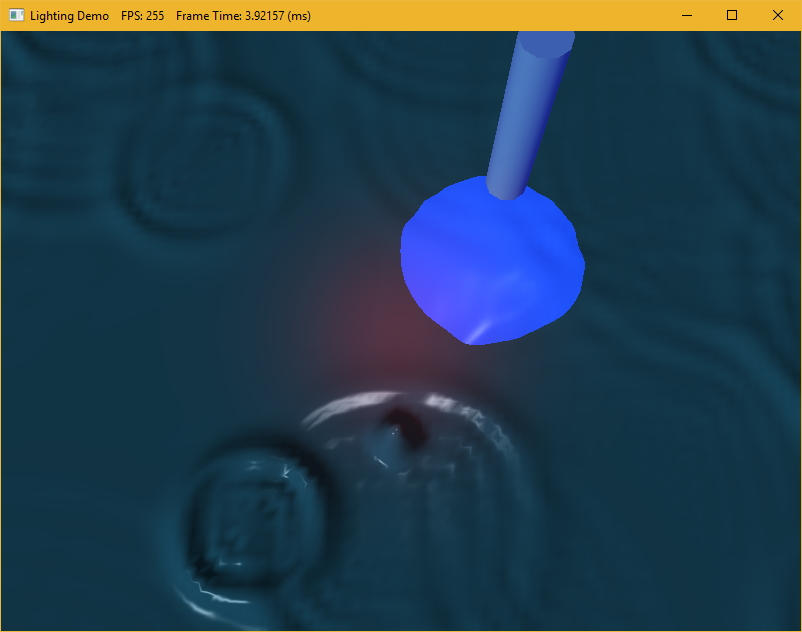


## Intermediate:

# Assignment, part 3: Lighting

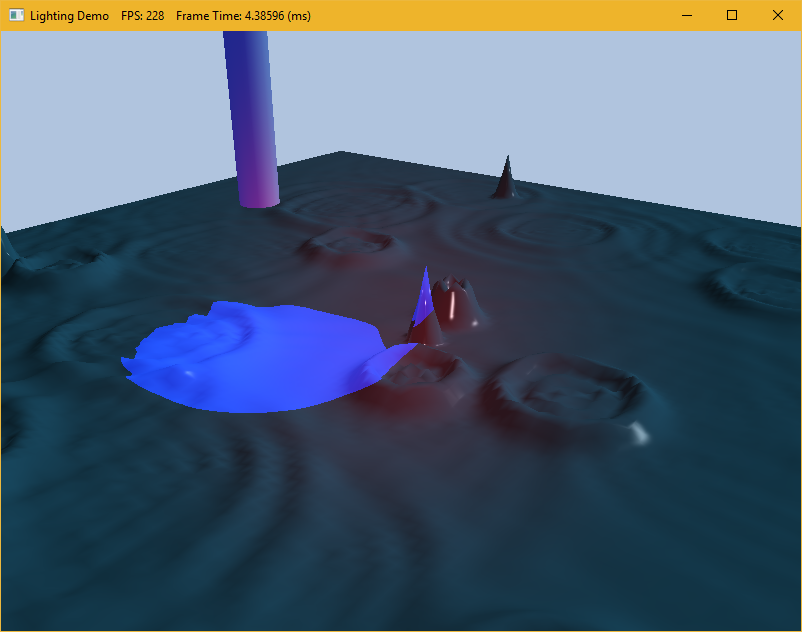
## Basic:

For basic I made a blue want with a blue light, I chose to have a harsh border around it because I thought it should look like a flash light.



## Intermediate:

For intermediate I made a laser light pointing from the camera perspective to the water, the user can change the size of the laser by holding the middle mouse button and dragging the mouse.



## Advanced:

I thought for this part I needed to show the lights on a water mesh so I added an animated water mersh.

# Assignment, part 4: Shading

## Basic:

I let the user change the chrome reflection by holding the middle mouse button and dragging from left to right.



