# Coursework Part 2

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This is the readme file for the second part of the Computer Graphics coursework.

The release executable can be found in the source folder: cw\_build\bin\bin\Release

After opening the application cameras and a ball can be controlled by the user.

The ball can be controlled with the WASD keys, and it rolls on the plane. The ball constantly changes colour based on the time and a sine function.

There are 3 types of cameras in the application, the first one is a target camera, its position can be changed with 3, 4, 5, 6 keys. The second camera is a free camera, it can be selected with the 1 key and can be controlled with mouse and the arrow keys. The third camera is an arc ball camera, which can be selected with the 2 key and controlled with the mouse and the up and down arrow keys. This camera rotates around the pyramid mesh.

The ground plane uses two textures blended with a blend texture. All the other meshes use a checked texture with different colour values. The scene is lit with 3 spot lights, some ambient light, and some light from the skybox. There is also a fire and smoke particle system. The objects in the scene can receive and cast shadows from all three spot lights.