(Edit the italized and underlined)

Name: *Morgan Hodge*

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| --- | --- | --- | --- | --- | --- |
| **MyCOMP3015 CW1 submission fulfils the conditions to pass:** | | | | | |
| Software compiles using given framework. | | *Yes* | | | |
| My submission has a unique model in the scene. | | *Model source:* [*https://www.turbosquid.com/3d-models/nuka-cola-can-1338119*](https://www.turbosquid.com/3d-models/nuka-cola-can-1338119) | | | |
| Git, write up and video explanation submitted | | *Filenames: readme.md Youtube:* [*https://www.youtube.com/link*](https://www.youtube.com/link)  *Git repo: https://www.github.com/xxx* | | | |
| By submitting this form, I acknowledge the following submission is entirely my own work | | *Yes* | | | |
| **My project has the following features** | | | | | |
| **Feature** | **Description** | | **Category** | **Marks** | **Checklist (Cross the ones that are NA)** |
| *BlinnPhong Lighting* | *I have implemented BlinnPhong in my fragment shader.* | | *Basic – basic lighting* | *5* | *GIT Video ~~Report~~* |
| *Textures* | *I have done basic texture sampling for my model* | | *Basic – basic textures* | *2.5* | *GIT Video Report* |
| *Fog* | *I have implemented fog onto the scene* | | *Basic – Lighting subtechnique* | *2.5* |  |
| *Spotlight* | *I have implemented a rotating spotlight* | | *Basic – Lighting subtechnique* | *2.5* |  |
| *Mixing* | *I have used mixing to blend the nukacan texture with a moss texture I found online to create a dirty/mouldy can* | | *Basic -Texturing Subtechniques* | *2.5* |  |
| *Skybox* | *I have a skybox implemented using skybox.png and skybox hdr files* | | *Basic - skybox* | *2.5* | *GIT Video Report* |
| *Animation controls* | *My scene has keyboard and mouse controls* | | *Advanced* | *5* | *GIT Video Report* |
| Aesthetics | *My scene follows the fallout aesthetic, a fallout “nukacola” can, a foggy apocalyptic atmosphere, a wasteland green skybox, a mixed nukacola texture that makes it look even more old, and fallout music* | | *Advanced* | 10 |  |
| Basic Features | | | 20 |  |  |
| Passing Marks | | | 40 |  |  |
| Advanced Features | | | 10 |  |  |
| Research/Gamification | | | 20 |  |  |
| Aesthetics (module leader) | | | 10 |  |  |
| Total | | |  |  |  |

\*By submitting this form I acknowledge all the information claimed to be true.