**To Pass**

Compiles

Git Repo

Scene set with 1 custom model - https://www.turbosquid.com/3d-models/nuka-cola-can-1338119

Writeup and readme

**40-60**

Basic Lighting :

* Flat/Gourand/Diffuse (2.5)
* Phong/Blinn Phong done in frag shader (5)

Texture Sampling (2.5)

Lighting:

* Fog/Toon shading/Multilight/Spotlight (2.5) , 2 for (5) (PUT A spotlight facing the can

Texturing Sub-Techniques:

* Mixing, alpha, normal map, project/render on texture (2.5), 2 for (5)

Skybox(2.5) – think I just need a cubemap one – Looks shit maybe change the res ?

**60-80**

Aesthetics: (audio) ,