Name: Morgan Hodge

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **My CW2 submission fulfills are conditions to pass:** | | | | | |
| Software compiles | | Yes | | | |
| Populated Git repo consistent with DLE submission exists | | Git link: https: https://github.com/Mdot5596/Optimised-Developer-Tool | | | |
| At least 1 shader from Lecture 5-10 implemented on CW1 model/scene | | List all CW2 features here and bold the one claimed: 1**)** Bloom Effect 2) **Particle Fountian**  3) Gaussian Blur | | | |
| Write up and video explanation submitted | | Filenames: readme.md Youtube: https://www.youtube.com/watch?v=wCH8nPTUi\_Y | | | |
| By submitting this form, I acknowledge the following submission is entirely my own work | | Yes | | | |
| **My CW2 project has the following features** | | | | | |
| **Feature** | **Description** | | **Category** | **Marks** | **Checklist (Cross the ones that are NA)** |
| Particle Fountian | Implementation of advanced particle fountian in particles.vert/particle.frag, and Scenebasic uniform cpp. Green acid particles erupt from the can. Details are mentioned in my report and video. | | CW2 Rubrics | 10 | GIT Video Report |
| Gaussian Blur | Implementation of Gaussian Blur in blur.vert/blur.frag, and Scenebasic uniform cpp. The characters vision is blurry. Details are mentioned in my report and video. | | CW2 Rubrics | 10 | GIT Video Report |
| Bloom | Attempted Bloom as seen in bloom.frag and bloom.vert, unfortunately It was not able to fully function in scene | | CW2 Rubrics | 10 | GIT Video Report |
|  |  | |  | 10 | GIT Video Report |
| Gamification of Scene | NA | |  | 20 | ~~GIT Video~~ ~~Report~~ |
| Feature Marks (Basic and Advanced) | | |  | **20** |  |
| Passing Marks | | |  | **40** |  |
| Research and Gamification | | |  | **30** |  |
| Aesthetics | | |  | **10** |  |
| Minimum marks expected | | |  | 100 |  |

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