***Project Report***

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Part A: Successfully implemented. Added scalars RotateX and RotateY onto Translate in the display() function. Translate is now multiplied by RotateY(camRotSidewaysDeg) and RotateX(camRotUpAndOverDeg). Added a second Translate() declaration to centre the camera orbit on the object, an optional improvement for viewing.

A picture containing dark

Description automatically generated

Part B: Successfully implemented. Added all 3 Rotate variables X, Y and Z, to the model matrix in drawMesh() and passed them each their respective angles from the scene object. To fix objects moving in the incorrect direction adjustAngleYX and adjustAngleZTexScale were changed, angle\_yx[1] is now -= and az\_ts[0] is also now -=, changed from +=.

Replaced constant value 2.0 within the texture2D parameter list inside the fragment shaders. It is now the texScale variable.

A picture containing dark, blur

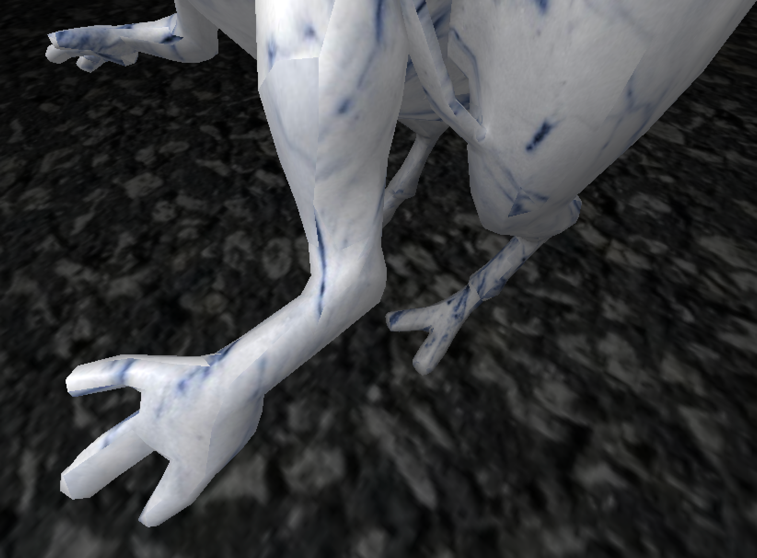
Description automatically generated

Part C: Successfully implemented. Created functions adjustAmbientDiffuse and adjustSpecularShine, then call these in materialMenu via id 20.

Graphical user interface

Description automatically generated

Part D: Successfully implemented. Reduced nearDist value to 0.01 instead of 0.2.



Part E: Successfully implemented. Added a second conditional to the original code in reshape under Frustrum(). The given conditional activates when the width >= height, but when the width <= height the bottom and top float are set to nearDist \* height / width, which is swapped from original.

A bird standing on a tree

Description automatically generated with low confidence

Part F: Successfully implemented. Added a falloff variable that calculates the inverse square of the distance between the object and light source, then colour.rgb is multiplied by this value. Located in fStart.

A picture containing dark, night

Description automatically generated

Part G: Successfully implemented. Moved all of the lighting calculations in the vertex shader into the fragment shader, and left only positional calculations in the vertex shader.

Part H: Successfully implemented. Separated specular by removing it from colour.rgb, creating a mix function in gl\_FragColor and adding a length check to specular within that which tends colours towards black the bigger the value is. Specular always tends towards white.

Part I: Successfully implemented. Duplicated addObject(55) declaration in void init() and changed sceneObjs index to 2, also raised height of light source 2 slightly. Created the lightObj in display() as a SceneObject, and changed the for loop that applies Ambient, Difuse, Specular and Shininess to objects under the light source to account for the second source. Added id 80 to lightMenu() to be able to move the sphere, and added id 81 <= 84 to change its RGB as well. Duplicated the existing light calculations, then edited the way the light vector is calculated

Part J: Succesfully implemented. Added two cases to the keyboard() function, case ‘d’ and ‘c’, where d is delete and c is copy (duplicate). Case ‘d’ sets the current object to be modified as null while case ‘c’ simply adds an object of the same Id as toolObj.

We developed a small selection system that allows you to traverse all current objects with the left and right arrow keys, it highlights the current object as blue. This was done in a function we created called select(), if left arrow is pressed the value of toolObj is decremented by 1, and up 1 for right arrow.

**FIX PART I**

**ADD IMAGES**

**FINISH PART J**