***Project Report***

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).

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 +=.

TEXTURE SCALING CURRENTLY DOESN’T WORK, MAYBE FRAGMENT SHADER ISSUE.

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

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

Part E: Successfully implemented. Added a conditional statement where the original code in reshape under Frustrum() 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 the first conditional.

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.

Part G:

Part H

Part I