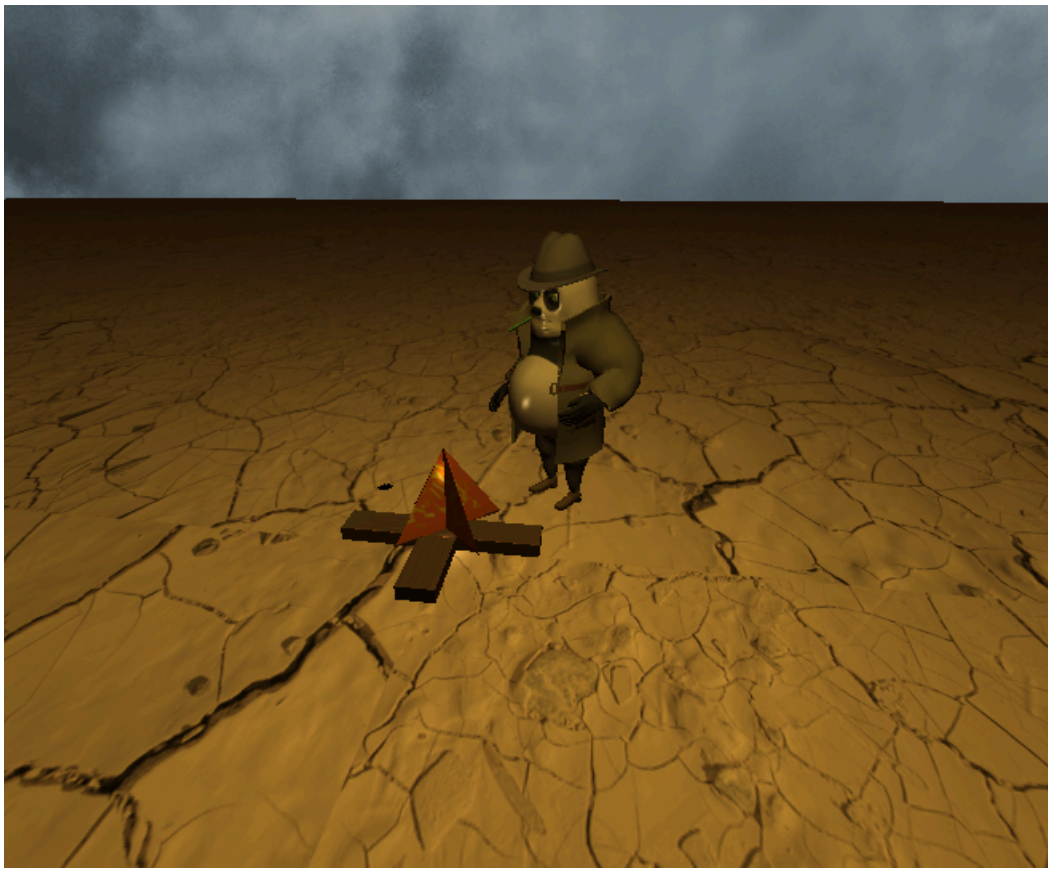
1. Paul Arnett, assignment 3, CSc-155-01, Spring 2025

2. a screenshot of your running program, showing as many features as possible



3. There are 2 light sources
   - An ambient light
   - A positional light that is located slight above the campfire making it seem the light is coming from the fire

4. a list of controls for moving the camera

   WASD - moves camera forward/backward/left/right

   UP/Down/Left/Right - turns camera (yaw and pitch)

   Q/E - Moves camera up and down

5. a list of controls for moving the light

SPACE - turns on/off light mode

WASD - (In light mode) moves light along X and Z axis

1 - turns light on and off

L - turns axes on and off

6. a description of where in your scene the matrix stack was utilized

The Campfire has a moth child object. It is constantly circling around the fire. When you move the light it also moves the campfire and because of the matrix stack, it moves the moth as well.

7. a list of which requirements you were NOT able to get fully working

N/A

8. source and licensing info for each texture, model, and skybox that you used

Panda.obj & pandatx.jpg - https://www.fab.com/listings/99b300f0-cc5d-4b34-9382-216078a73843

Terms: https://creativecommons.org/licenses/by/4.0/

Ground.jpg - https://texturelabs.org/textures/soil_145/

Terms: https://texturelabs.org/terms/

Night Sky.png - From files provided in Canvas

All other assets were created using blender and paint

9. indicate which RVR-5029 machine you tested your program, and if it works on it.

ECS-XCOM and it worked