

## ***Assignment 1***

The evaluation of this assignment's tasks as well as the tasks of Exercise 2 and Exercise 3 will be held in the Wednesday's lab classes of week 4, **October 1<sup>st</sup>**, and corresponds to **40%** of the total Laboratory grade.

### **Tasks**

The tasks of this assignment are:

1. Incorporate graphics elements with transparency in your application.
2. Implement Fog effect in your application. It should be possible to enable and disable it.

### **Grading**

- 1 – Graphic modelling **[2.5 points]**
- 2 – Cameras **[2.5 points]**
- 3 - Game elements' movement **[3 points]**
- 4 - Lighting of the scene **[5.5 points]**
  - a. Directional light **[1 point]**
  - b. Six point lights **[2.5 points]**
  - c. Spot lights **[2 points]**
- 5 – Collision detection **[2.5 points]**
- 6 – Texture mapping **[2 points]**
- 7 – Transparency **[1 point]**
- 7 – Fog effect **[1 point]**