Computer Graphics

User feedback sheet

Fix window size/resolution so the application is maximise the screen so the mesh in the middle of the application not of too the side cropped off. I could implement the code in the EntryPoint.ccp but don’t intend to implement immediately.

Add a camera to move around the screen to show off the mesh and the directional light that place behind the mesh. This is in scope of the project to be added by making a new header and cpp file called camera to help show off the project.

Attach point light to curser. I will not be coding as I prefer how my point light is and this is unnecessary needed.

Lights bend into the mesh making it hard to see there is a directional light apply to the mesh. I believe that is a problem that will need to be fixed to help show the colour from the lights and will be fixed in the MeshRender.ccp and MeshShader.fsd to make the light not blend in and more visible.

Having a different mesh to the soul spear to show the light apply to different meshes. I will be changing my mesh to show the lights on different mesh that the basic mesh in the MeshRender.cpp and might have the ability to swap out and read different meshes to be rendered.

Phong lighting is the light model I use in my project which is done by implementing techniques of ambient, diffuse and specular lighting and combining them all to together to create a colour. It’s great at getting the basic down being very simple and efficient to implement into my project. Ambient light is used to light all directions of the object even if parts of it are not visible seen. Diffuse lighting is the direction a light source is hitting on the object with light. Specular lighting is highlighting the light hitting an objects surface and reflects toward the camera. The downside to using this lighting model is it doesn’t create the most realistic looking object. So as an alternative there is PBR also known as physically based rendering which is a more advanced lighting model with more work but creates realistic lighting effects.