**Advanced Graphics (CSC8502) Coursework**

**Attempts:**

* Attempted to add lighting to water
* Attempted to make robot walk in circles
* Attempted to add lighting to robot
* Attempted to add third light to scene (campfire)
* Attempted to add lighting to brick walls
* Attempted to blend textures on mountains

**Current Issues:**

* Can’t add lighting to wall scene nodes
* Can’t add more than 1 textures (PerPixelVertex.glsl)
* WallShader was not adding lighting to the brick wall – so lightShader1 was used instead. Unsure how to apply this to the scene node brick walls.