TÉCNICO LISBOA

AVT 2018/19

Assignment 2

The evaluation of this assignment's tasks as well as the tasks of Exercises 5 and 6 will be held in the **21th November** Lab class and corresponds to **6 points (30%)** of the total grade. The required tasks are listed below; however, it is expected that each group enriches the game with other elements and features in order to make it more attractive.

Tasks

The tasks of Exercises 5 and 6 will be evaluated with **18 points**: stencil test worth 3 points, blending mechanism worth 2.5 points, the fog effect worth 3 points, billboard behaviour worth 3 points, particle system worth 3 points and the 2D Lens flare effect worth 3.5 points.

The tasks of this assignment are to implement the planar shadows **(1 point)** and planar reflections **(1 point)** by using the blending and stencil mechanisms as explained in the theoretical class.

In addition to the example described in the theoretical class (the code in OGL 2.0 is available in attachment), also consult the link:

https://open.gl/depthstencils

Notes

1. Students must upload their source files in the Fénix System at the end of the lab class and deliver a **technical report of 6 pages** at most, at the beginning of next week's lab class.

2. The **total grade** of this assignment will be calculated by weighting the sum of the above points by a factor that reflects the global aspect of the game implemented by each group, including the technical report and the **"making off" video.**