

Part A (3D Scene): Part A features a shader that applies a texture, a phong shader, and a vertex displacement shader. I applied my own texture to the first one, made the phong shader properly react to light, and made the vertex displacement shader work with imported textures (the images spin on it).

Part B (Image Processing): I made my own version of the MouseInput code that alters the color of a shader based on the x and y coordinates of the mouse.

Part C (Game of Life): A standard game of life where black means death, white means life, and red means just returning from death.

Note: I included all the project files in the repository. When building the three projects, only PartA would come out correctly. I do not know why this is the case. I have been attempting to correctly build the scenes for the past 3 hours (the timescale on the images of the complete project prove it, it takes me almost 40 minutes to make a build) but I do not want this project to be any later than it already is. I am not sure if it's worth anything but the scenes are all present in the zipped project in the repository if you would like to see my work.