

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.