HW Part1: I have created a Pokeball with emission coming off of the outline of both the ball as well as the center rim to simulate light leaking out of it. This program merges bloom and outline. For some reason, I am having mixed results with seeing this one in a build so you might have to look at it in the Unity editor.

HW Part 2: This program uses the heightmap code to make a randomly generated terrain, which we apply textures too using height, a skybox using a cube map, water using the a toonshader alongside with the reflective code which gives the water a sense of movement, depth, and reflectiveness, and some properties to change the scene (turn the water off, generate a new terrain, and altering the height of the terrain, and camera rotation with the arrow keys).