

# Changelog

## Advanced Computer Graphics IM16

### Members

Antonia Christina Haslinger	S1610629007
Michael Alexander Staudinger	S1610629021

### System

We tried to make it possible that everything renders. We couldn't do it. But now the effects can be rendered without rendering the models. For this case we added a variable "testmode" so we can decide if we want to render the scene, the effects or both (which only renders the models).

We tried to find the error - we think we got a buffer-releasing problem in the mesh-drawing-progress. Even if we draw the rain and water first in the scene only the models are shown.

### Rain

Beside the fact that it renders now - when the models are not rendered - we fixed the issue that the rain won't fall when rendered and changed the appearance of the drops as can be seen in "RainyNight\_RainEffect\_AnimatedWaterEffect.mp4".

### Animated Water

The water is now rendered as well (with a simple blue shader) and the algorithm for the water movement as well as the "resolution of the water-plane" was changed. The water still works with simple square-planes, but now a call of the function "startSwinging(int x, int y)" will affect surrounding water-tiles as well, so it looks kinda a stone was thrown into the water. Between making it able to render the water and the hand-in there was simply not enough time to make the water out of a continuous plane (without creating gaps - planes are just moved vertically in space as a whole - the squares remain the geometry) or for better wave-spreading.

### Jan Hanghofer

Jan decided not to work on the project anymore and decided to drop the course - that's why we did not include the "RainyNight\_SSAO"-project anymore.