Final Project

The final project has two parts

Basic Part:

Compile assimp, import a sphere. Add skybox and make the sphere have mirror-liked surface

Advanced Part:

0 Shadow mapping

1 Shadow volume

2 Steepest parallax mapping

3 Deferred Shading

4 SSAO

5 Particle System (Transform Feedback/Compute Shader)

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Requirements:

This is one project, not two projects!!! Integrate them into one.

An e-version report is also needed. A template will be provided with more details.

Submit the final project with the report by week 12. The file name is “Your ID + Name”. For the project, include all cpp file, header file, shaders only. Do not copy images, models or any other file.

Grading:

Quiz 50%

Project 30%

Report 20%