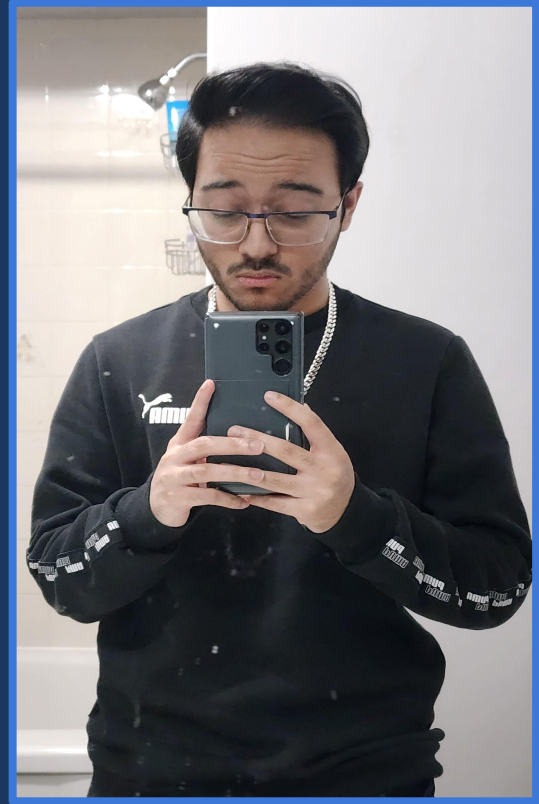# ICG Course Project

By: Aidan Mohammed
ID: 100875307
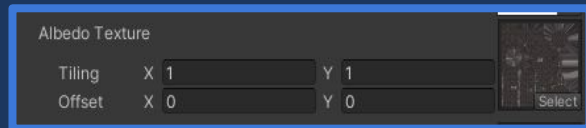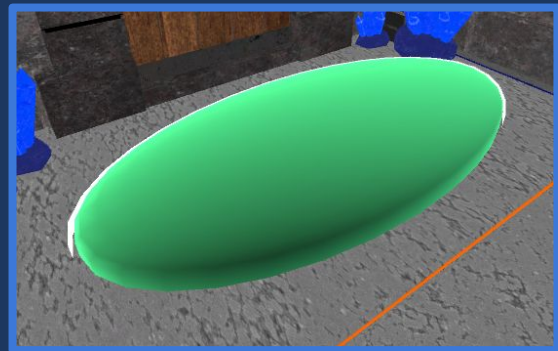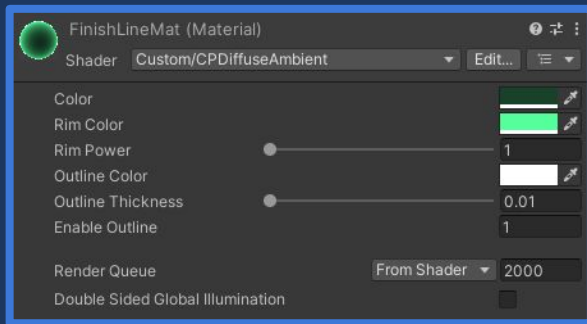
Contents

- **Improvements**

- **Texturing**

- **Updated Shaders**
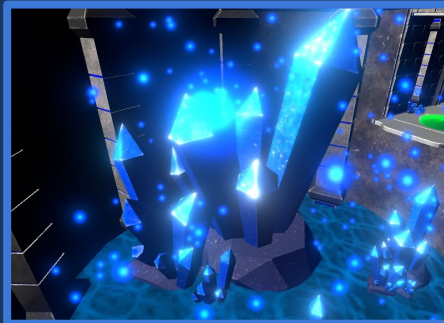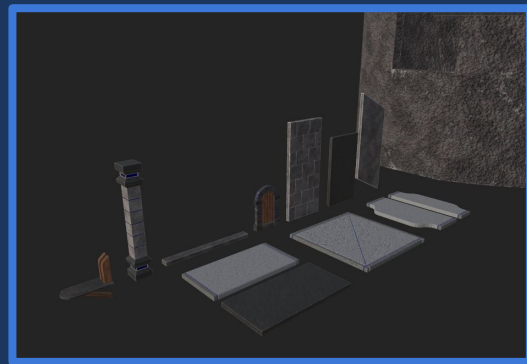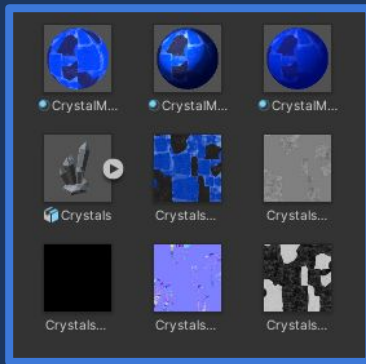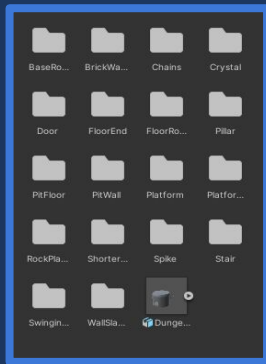
- **Visual Effects**

- **Game Demo**

Improvements

- **Readjusted rim shader**

- **Adjusted shaders to properly handle tiling**

- **Added UI for controls and a play screen**
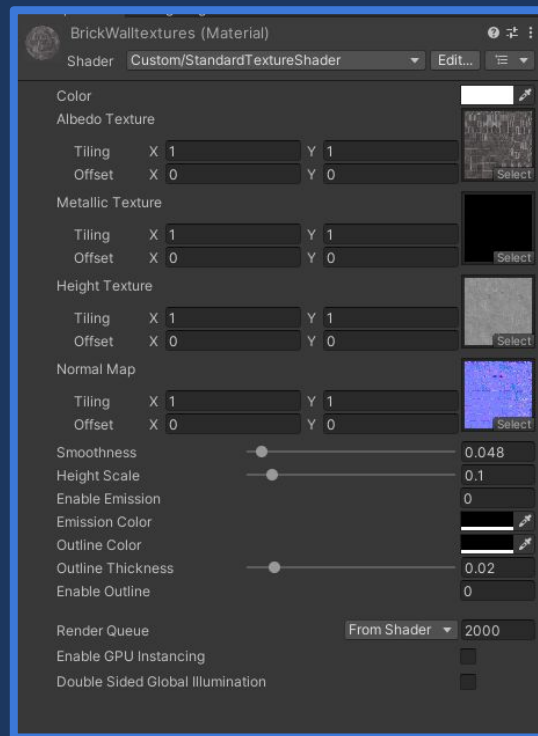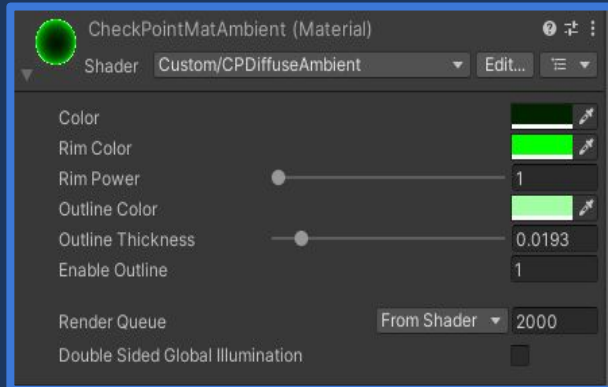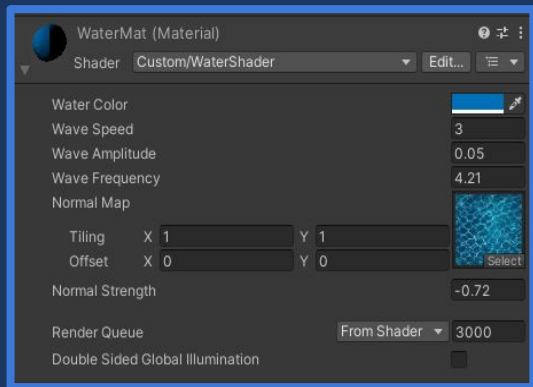
- **Used a different object for checkpoints**

Texturing

- **Created a tileset for the new level**

- **Used substance painter for texturing**

- **Each tile piece has 3 materials for 3 different shaders**
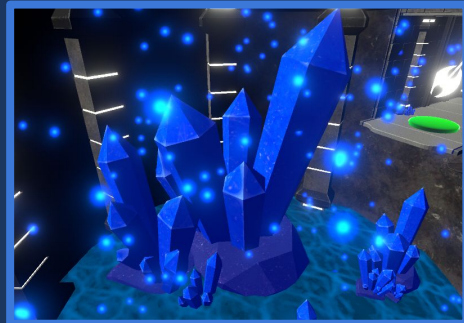
Shader Additions

- **Created 3 new shaders**
  - **Water shader**
  - **Outline shader**
  - **Similar unity standard shader**

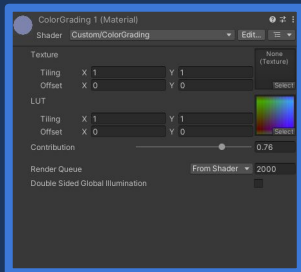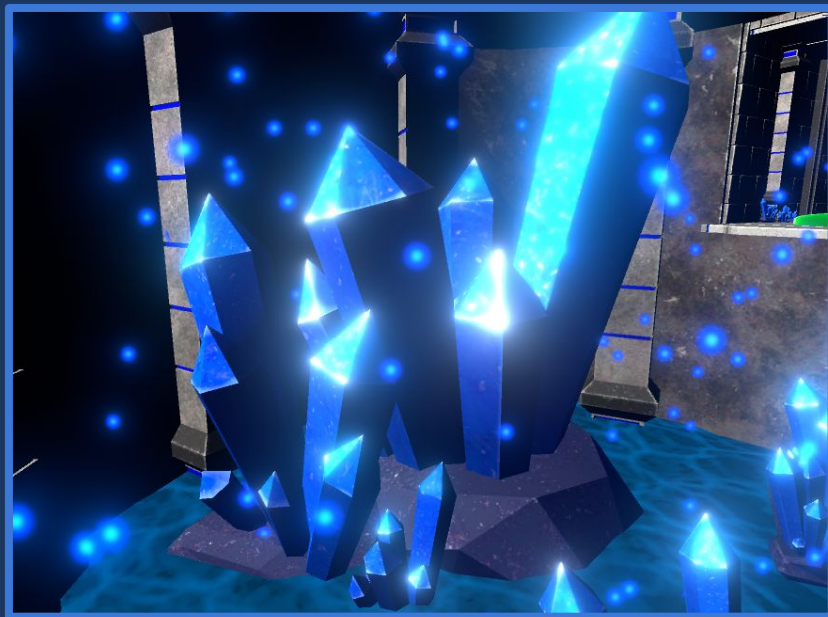- **Needed a way to implemented substance textures**

Visual Effects

- **Adjusted particles to behave like fireflies**

- **Water Shader Waves**

- **Crystals have a sparkle glow in specular**

- **Additional color grading implementation**
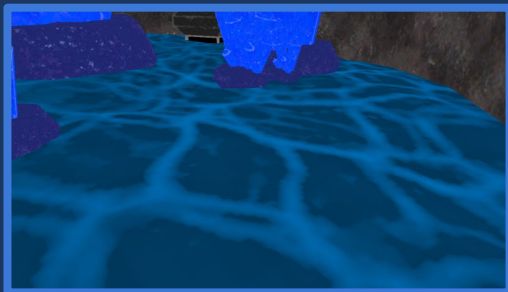
Water moves (visible in demo)

"Cool" color grading

Crystal Sparkles (visible in demo) & particles float

Game Demo

(Stand By)

Thank you for listening