Project 4 Water Surface and Rendering

Name _____   Name_____

ID _____   ID_____

Upload (If you did not finish this, you cannot get any score)

- Source code_____
- User manual_____
- Tech document_____
- 3 snap shots_____
- 1.5~3minute introduction videos_____

Functions (120)

- Water surface
  - Sine waves (30) _____
  - Interactive wave-function-based height maps (30) _____
- Shader-based GPU Rendering
  - Skymapping reflection (30) _____
  - Multi-passed scenic refraction and reflection (30)_____
  - Caustics effect (30)_____