Brandon Kmiec, Assignment 4, CSC 155 Section 2, Spring 2024

1. Screenshot(s) of running program
2. Description of scene
3. List of shadow-mapped objects
4. List of 4 features I chose to implement and how to recognize them
5. List of user controls
6. List of requirements I was not able to get fully working
7. List of features that are beyond the requirements
8. List of assets used
   1. Skybox
      1. 
      2. Not made by me
      3. Obtained from <https://polyhaven.com/a/lonely_road_afternoon_puresky>
         1. Direct Link to JPG <https://dl.polyhaven.org/file/ph-assets/HDRIs/extra/Tonemapped%20JPG/lonely_road_afternoon_puresky.jpg>
      4. CC0 License <https://polyhaven.com/license>
      5. Converted into 6 images with <https://jaxry.github.io/panorama-to-cubemap/>
         1. A blue and white background

            Description automatically generated
9. Tested on RVR-5029 (computer name)