Project two:

Group partner: Joseph Dailey, Tianqi Nan

Basic requirement:

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|  | Requirement: | Who did it: | How it was done: |
| 1 | shader | Tianqi | welcome image on the ground |
|  |  | Joe | Failed |
| 2 | Procedural shader | Tianqi | artistic cube |
|  |  | Joe | Tried (see billboard in TC) |
| 3 | Image texture | Tianqi | Welcome image on the ground |
|  |  | Tianqi | Billboard |
|  |  | Tianqi | Billboard |
|  |  | Joe | Billboard |
|  |  | Joe | Skybox |
|  |  | Joe | multiple sections of the ground |
| 4 | Moving object | Tianqi | Flag |
|  |  | Joe | Propellers supporting platform |
|  |  | Joe | Jet engine supporting platform |
| 5 | Time-varying appearance | Tianqi | The flag will change color during different time |
|  |  | Joe | Weeds are either flowering or budding depending on time  (flower between 6a and 6p) |
| 6 | The curved surface | Tianqi | flag |
|  |  | Joe | Jet engine |
| 7 | Technical change |  | See the next table |

Technical challenge:

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|  | Challenges | Who did it: | How it was done: |
| 1 | Surface of revolution | Tianqi | The trees |
|  |  | Joe | Jet |
| 2 | Skybox | Joe | Iceflat images on the inside of a cube |
| 3 | Billboard-failed | Joe | I tried to make the weeds face the camera with a vertex shader or a glrotate but couldn’t |
| 4 | Particle Systems |  |  |
| 5 | Local lights |  |  |
| 6 |  |  |  |

Some fix and improvement to the project one:

1. Fix the bug that color changes automatically. Now the color will not change.
2. Add a tension slider as GUI.
3. Add a coaster