Project two:

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Basic requirement:

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|  | Requirement: | How I did it: |
| 1 | Four different shader pairs | a. the shader art cubic  b. the welcome image on the ground  c.  d. |
| 2 | Procedural texture | That’s how I did the artistic cube. |
| 3 | Image based texture | The image on the ground and the billboards |
| 4 | Two moving objects | a.Flag  b. |
| 5 | Time-varying appearance | The flag will change color during different time |
| 6 | The curved surface | The flag |
| 7 | Technical change | See the next table |

Technical challenge:

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|  | Challenges | How I did it |
| 1 | Surface of revolution | The tree |
| 2 | Skybox | You can see it. |
| 3 | Billboard | You can see it. |
| 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 coster