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## Rasteriser Coursework:

- All of the basic 50%
- Clipping
  - (Almost working, issue when all 3 vertices fall outside the viewing frustum but the triangle is still visible).
- Procedural city generation:
  - Randomly generates a nighttime city scene that can be flown over at helicopter level in real time (press SPACE to generate a new city, arrow keys to move camera).
  - Roads filled with streetlights and moving cars.
  - Generates on the fly.
  - Texture mapping of windows onto buildings (press RETURN to activate textures).