



# Wizard Showdown

Introduction to Computer Graphics

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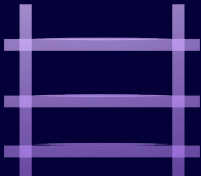
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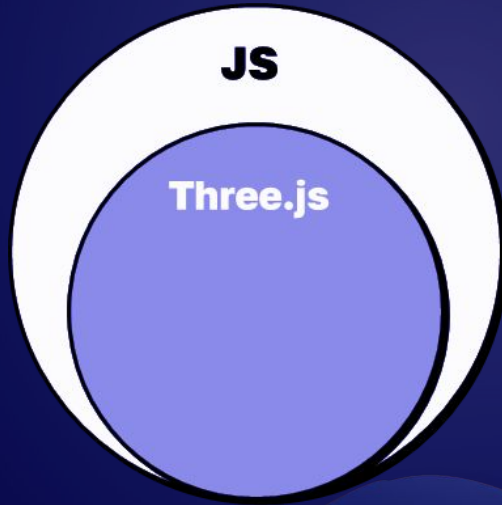
# O1 - Introduction

Project inspired by:

- Buckshot Roulette
- Rock, Paper, Scissors



## 02 - Technologies



# O3 - Models



# 04 - Animation/Shaders



## Custom Shaders

Added to spells to make them glow

## Interactive Camera

First-person view controlled by holding the mouse



## Animated Spells

After the spell are decided, they are launched by the winning player





# O5 - Illumination

## Ambient Light

Brown light to give the environment a  
dungeon look

## Spotlight

From the floor portal

## Pointlights

From both torches, with flickering  
effect

A stylized nighttime landscape illustration. A large, bright yellow full moon is centered in the dark blue sky. Several small, red, star-like points are scattered across the sky. In the foreground, there are dark blue, rolling hills. On the left, a small, dark tree is visible. On the right, a larger, more detailed tree stands on a rocky outcrop. Three white birds are flying in the sky on the left side. The overall style is soft and painterly.

# 06 - DEMO



# 07 - Future Work

- Model animations
- Difficulty Settings
- Extra game mode
- Multiplayer



# Thanks!

Do you have any questions?

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[https://g0ncalocunha.github.io/wizard\\_showdown/](https://g0ncalocunha.github.io/wizard_showdown/)

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