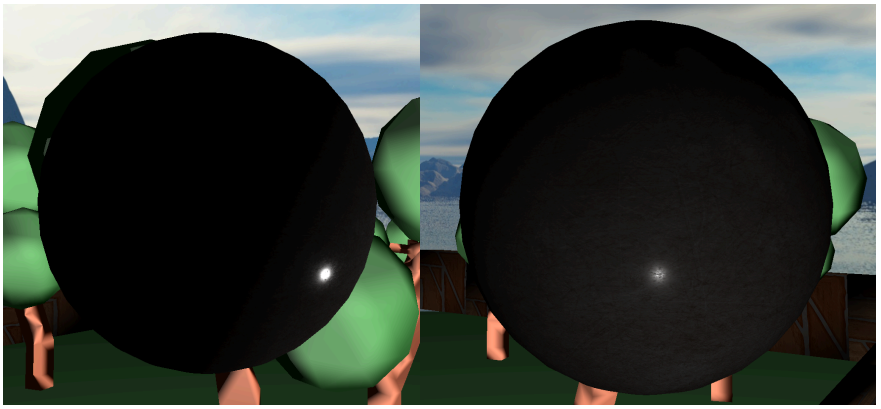
Group11 Report Final Project part 2

Features:

PBR shading & Material textures

The shader either uses PBR or Blinn-Phong shading depending on the available material textures. PBR shader uses lambert for diffuse and Cook-Torrance for specularities based on fresnel Schlick approximation, GGX and Gsmith. There is no separate workflow for metallic or dielectric materials.

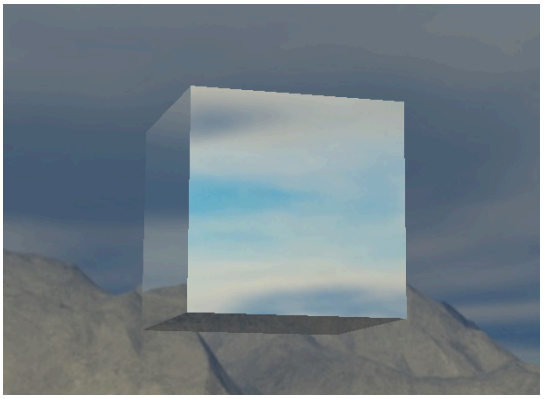


PBR shading with fresnel effect, low viewing angle on the left and large viewing angle on the right resulting in a lower specularity strength.

Point light on a bezier curve

Point light moves on three predefined cubic bezier curve using splines. No arc length parameterization or fixed distance traveling.

Environment skybox & Reflective cube



Refractive cube

To view refractive cube, change the unit cube from “DrawingMode::ReflectionMap” to “DiffuseMap::RefractionM

Distribution:

Texturing & PBR Shading: Michael
Camera & Reflection cube & skybox: Geraldo