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| Benjamin VIAL |  | COMP 371 – Final Project Report |
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|  | Pages: | 3 |

Foreword

Fully implemented concepts

* Phong lighting
* Rim lighting
* Shadows
* Fog
* Hierarchical modeling
* Keyframe animations
* Collision detection and resolution
* Focus on efficiency (both CPU- and GPU-side)
* Focus on reusability (to some extent… not really towards the end)

User input

Final thoughts

All diagrams were drawn on *draw.io*.

*I certify that this submission is my original work and conforms to the Faculty’s Expectations of Originality.*

Benjamin Vial, on 2018-04-10