Graphics: 3D Game Features Implemented

1. **Physics with collisions:** able to navigate the avatar by incorporating acceleration and air drag. It also tilts just a little bit to indicate if the avatar is moving to the left or right. The avatar can collide with the balloon and the car. When it does, it repositioned at a specific vec3 location.

CONTROLS:

X and spacebar:z direction

Up and down: y direction

Left and right: x direction

1. **Illumination:** white, green, and blue light sources; also implement diffuse and phong blinn
2. **Sky**
3. **Environment mapping:** image used for the background is the same image I used for the helicopter and the car.
4. **AI:** The balloon moves towards the avatar using drag and acceleration (+ collision mentioned in the first feature)
5. **Rotating parts**
6. **Helicam**
7. **Procedural Texturing\*:** mapped onto the balloon by adding a noise function to the normalized world normal
8. **Procedural Normal mapping\*:** mapped onto the stationary car

Unsure if I implemented them correctly