COMP710: Studio Session 06 – Exercise:

EXERCISE NAME: *C++ – AUT Splash Screen Scene*

Create a new scene implementation named **SceneSplashAut** (declare the **scenesplashaut.h** file and define functionality within the **scenesplashaut.cpp** file).

This scene must load and draw the AUT logo (**aut-logo-block.png** is available in SVN's **shared\assets** folder).

The scene must draw the logo centred and scaled to a reasonable size.

Also, the scene must control the alpha transparency of the logo. The logo should fade in from a fully black screen, and then fade out again.

For example: