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EECS 672

Project 4 Report

The major new feature of the project is the texture. I wrapped a brick texture around what used to be some green strips, in order to make it look like a sidewalk in a city. I also added translucency which is used on all the windows in the scene, the light for the lamppost, and the tree leaves. I then used a geometry shader to break the tree leaves up into triangles so that they look more like actual leaves. I decided to make the lights brighter so the scene is still moody, but the objects are easier to see. The last thing I did was create a new model of a truck to give the roads a little more variety.