Exercise 5 (week 6, November 2nd)

The tasks of exercise are:

1. Insert a view of the rearview mirror by using the stencil mechanism.

2. Insert in your scenario billboard objects.

3. Create a particle system. The students can use the firework effect presented in the lecture and fire it when the player is successful in their game.

   Attention: For the above tasks, 2 and 3, students can base their implementation in the attached AVT_SnowMenFireworks.zip demo file

4. Implementation of the 2D lens flare effect. Students can base their development in the attached AVT_multiTexFlareDemo.zip demo file