

AVT 21/22

Assignment 1

The evaluation of this assignment's tasks as well as the tasks of Exercise 2 and Exercise 3 will be held in the second lab class of week 4, **October 18**th, and corresponds to **40**% of the total Laboratory grade.

Tasks

The tasks of this assignment are:

- 1. Incorporate graphics elements with transparency in your application.
- 2. Implement Fog effect in your application

Grading

- 1 Graphic modelling [2.5 points]
- 2 Cameras **[2.5 points]**
- 3 Game elements' movement [3 points]
- 4 Lighting of the scene **[5.5 points]**
 - a. Directional light [1 point]
 - b. Six point lights [2.5 points]
 - c. Spot lights [2 points]
- 5 Collision detection [2.5 points]
- 6 Texture mapping [2 points]
- 7 Transparency [1 point]
- 7 Fog effect [1 point]