COMP3170 Assignment 3 Report

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| --- | --- |
| Name |  |
| Student ID |  |

## Your development environment

Please record your eclipse settings and your software & hardware configuration below.

|  |  |
| --- | --- |
| Java JDK version used for compilation |  |
| Java compiler compliance level used for compilation |  |
| Java JRE version used for execution |  |
| Eclipse version |  |
| Your screen dimensions (width x height) |  |
| Your computer type (Mac/PC) |  |
| Your computer make and model |  |
| Your computer Operating System and version |  |

## Your program features for marking

Features to be marked in this assignment. In addition to the required features, select at most three of the optional features for a total mark of 100%.

|  |  |  |
| --- | --- | --- |
| Feature | Mark | Indicate “Yes” if feature is to be marked |
| Terrain: Height map mesh generation | 40% | Required - Yes |
| Terrain: Diffuse & ambient lighting | 20% |  |
| Terrain: Single texture | 10% |  |
| Terrain: Texture blending | 5% |  |
| Water: Diffuse & ambient lighting | 5% |  |
| Water: Transparency | 5% |  |
| Water: Specular lighting | 10% |  |
| Water: Ripple effect | 5% |  |
| Fly-through camera | 5% |  |
| Animated sun | 5% |  |

On the following pages you should indicate where each of the above features appear in your program, using screenshots and filenames/line-numbers to indicate where it occurs in your project. Include relevant Java source and shader source file names.

You will not get marks for a feature if your marker cannot easily locate it within your world.

## Terrain: Height Map mesh generation

[Screenshot of height map]

Implemented in:

* HeightMap.java:1-20 – mesh generation
* mapVertex.glsl – Vertex shader for terrain drawing
* mapFragment.glsl – Fragment shader for terrain drawing

NOTE: These file names are for illustration only. Your project does not have to include these files.