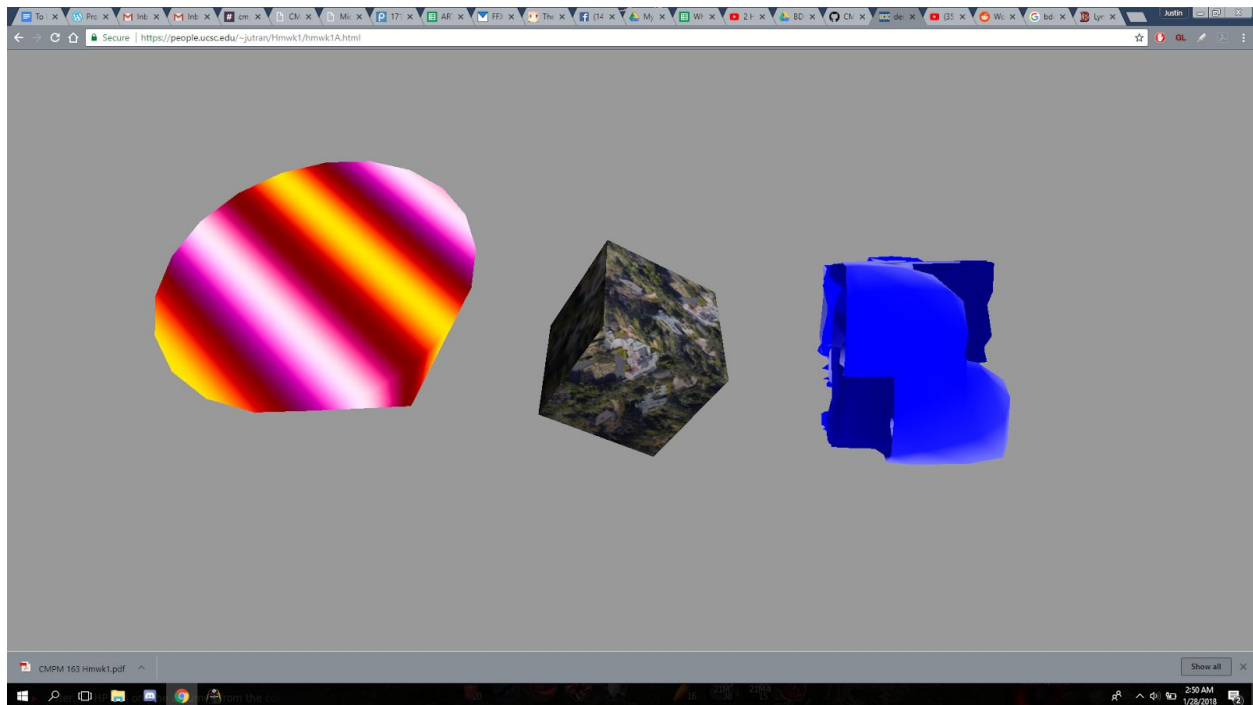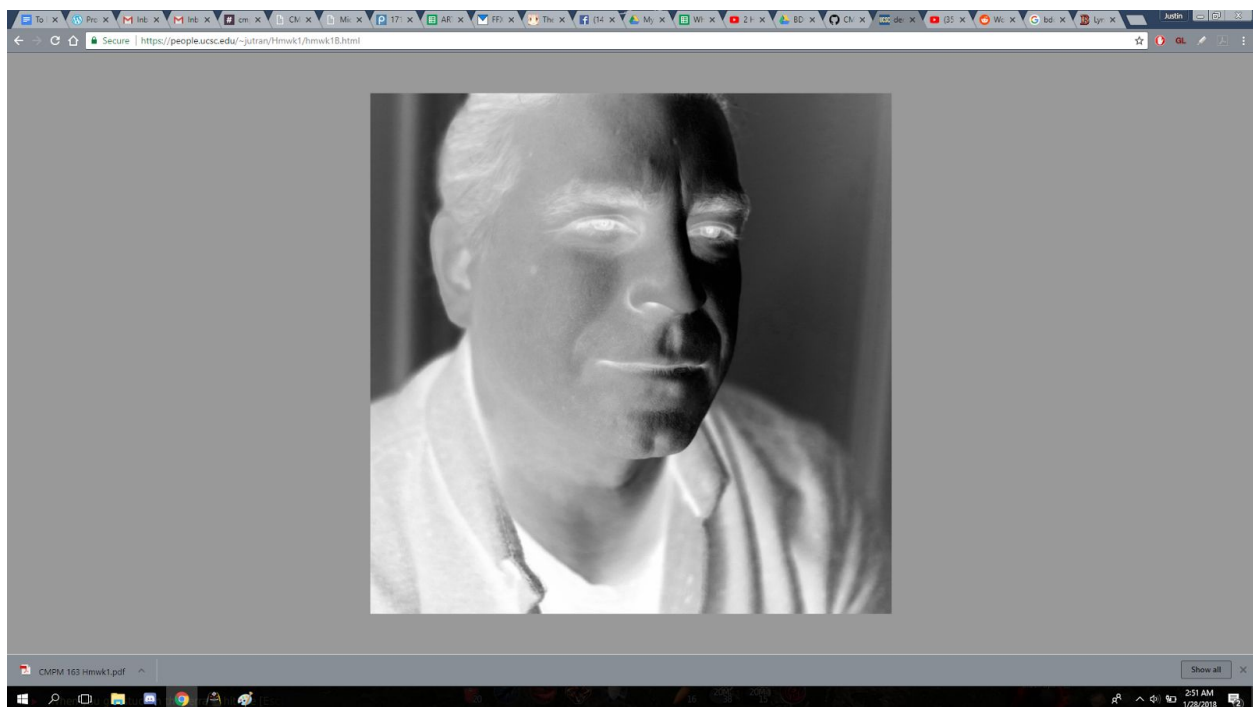For part A I used a variation of the dynamic shader shown in class for the first object, a texture map with lighting for the second, and a torus knot with vertex displacement for the third.

For part B I used the box blur matrix to create the effect.

For part C I started with a 1/3/3/M. Then I changed how the spawn worked and tweaked some rules to create the game. I also limited the screen refresh rate so you can actually see the pixels changing state.