

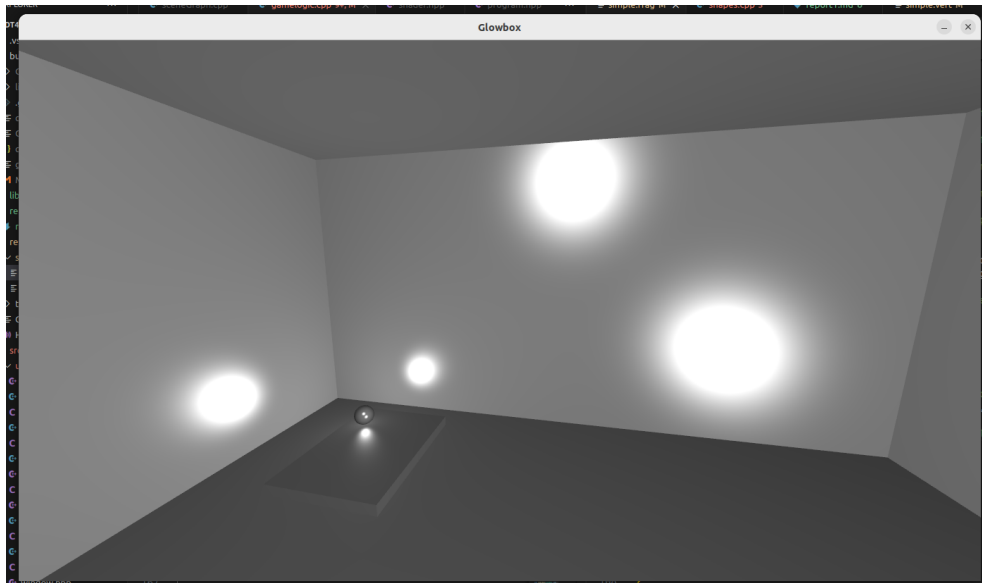
# TDT4230 Assignment 1

Klein Cornolis

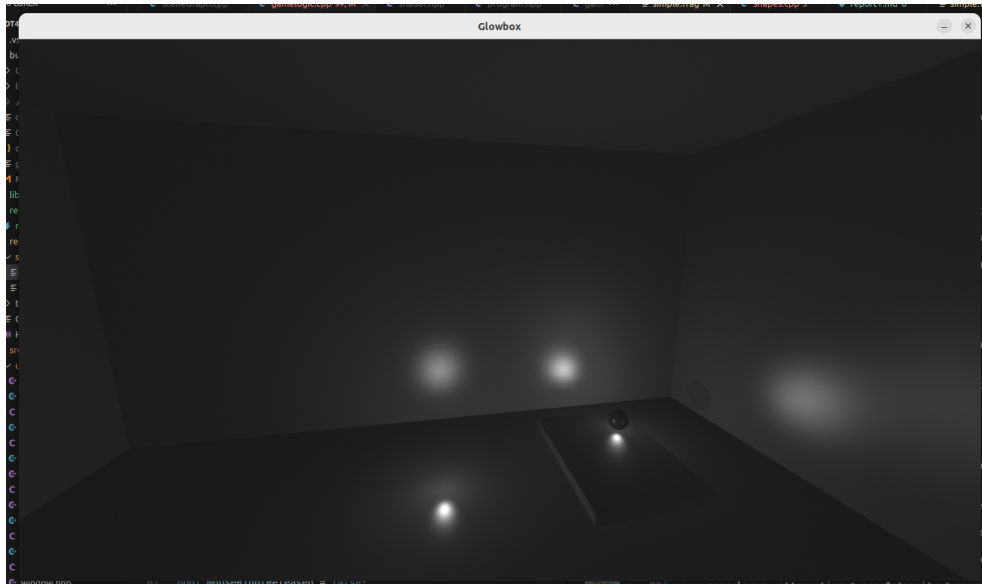
February 7, 2025

## 1 Report

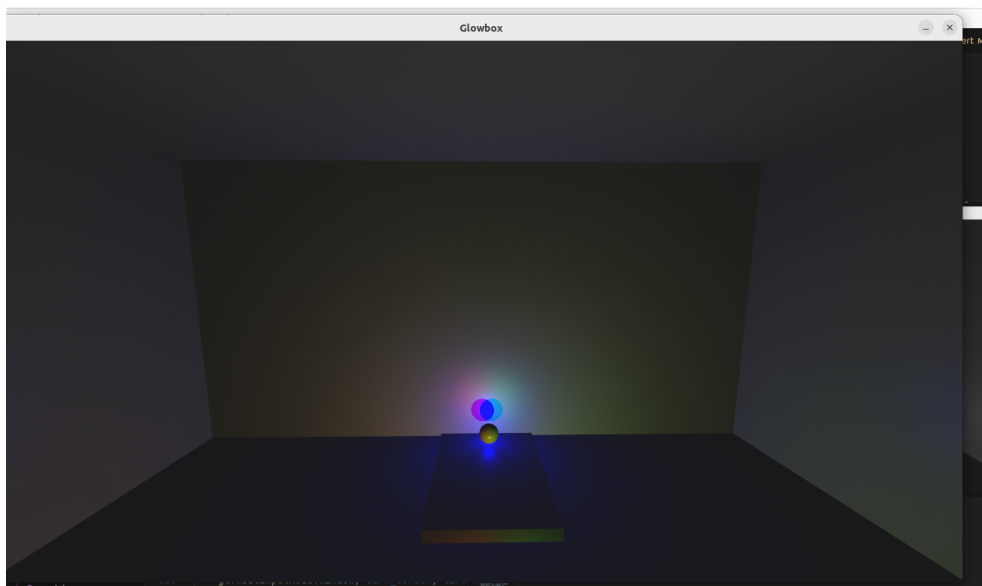
### 1.1 Task 1:



## 1.2 Task 2:



## 1.3 Task 3:



The static lights have these positions on the pictures :  $\{0, -60, -80\}$ ,  $\{10, -60, -80\}$

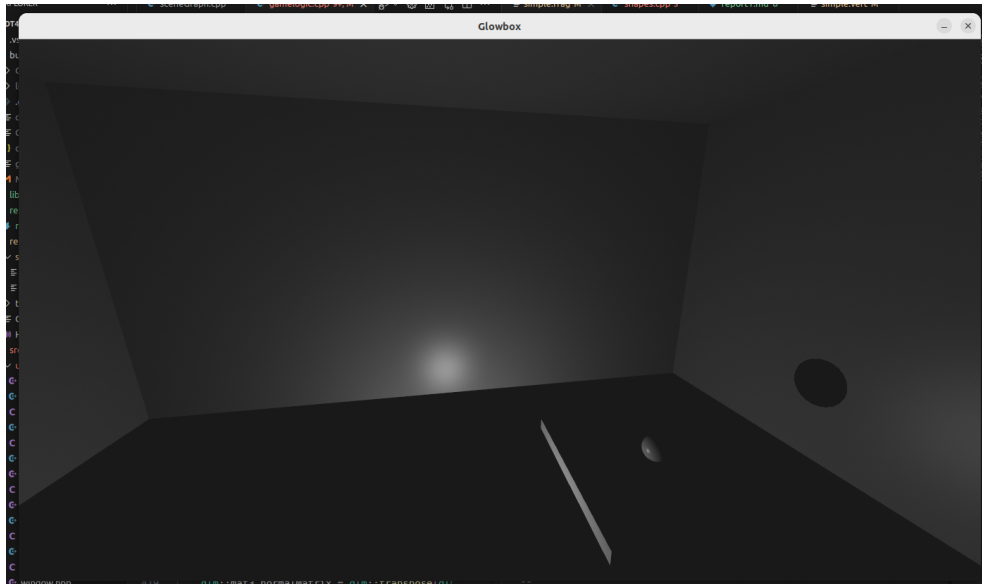
To make sure that I did it correctly, i put the ligths on top of each other, as you can see below. If you want to check this yourslef, make sure to remove this code in gamelogic.cpp:

```
if(node->lightID == 2) { //moving light
    lightSources[node->lightID].position = glm::vec3(node->modelMatrix * glm::vec4(0, 0,
}
else{
```

```

    lightSources[node->lightID].position = glm::vec3(node->modelMatrix * glm::vec4(lightPosition, 1.0f));
}

```



#### 1.4 Task 4:

I did this task, and I think I implemented it correctly. I'm attaching two pictures to show the softness, but feel free to look yourself.

