ToAsk

1) Giati to robotcube kanei scale pros mia katefthinsi enw to diko mou mesh kai stis 2

2) Ta tutorial pou den douleuoun

ToDo

1) Add texture to the mesh I created

Coursework part A – standard features:

1) The plant mesh grows over time.

2) The plant shape branches programmatically.

3) Flowers, fruit or leaves appear at the end of some branches.

4) The environment should be lit with ambient, diffuse and specular.

5) Shadows.

6) Skybox.

7) A navigable camera, moving around the 3D environment. Check

8) Display the framerate being achieved.

9) Display the total memory being used for the plant.

10) Input key is used to reset the simulation.

Coursework part B

11) Growing multiple plants, preferably of different types (note that this has implications for the memory management system which must be fully addressed).

12) Each fruit could contain a light source (deferred rendering).

13) Each flower could emit colourful particles.

14) Grass or other vegetation growing across the terrain.

15) Weather effects (rain, snow, fog, wind)

16) Lens-flare

17) Any additional post-processing effect.

18) A pool of realistic water which reflects the scene

19) Any other advanced graphical effects