**Graphics Project ReadMe**

**QUESTIONS COMPLETED**

1. Added Multiple amounts of transparency where there will be different variations of transparent and opaque objects.
2. Multiple objects are drawn and added sorting between those objects back to front relative to the camera.
3. Added Three types of texture combining techniques:

Added alpha discard

Added alpha transparency

Added two texture combining techniques

1. Added 6 lights of type spot light around the scene
2. Added a debug method called depth buffer rendering inside the scene
3. Added Texture UV Scrolling and Texture UV tiling
4. Added certain camera position where you can move to by pressing keys to look around the techniques that has been done
5. Bonus : Added Model select where you can select each model that has been used Separately and look which model has been selected

**CONTROLS TO LOOK AROUND THE SCENE AND DEBUG**

**PRESSING KEY V**

YOU CAN SELECT MODELS AROUND THE SCENE ONE BY ONE

**PRESSING KEY X**

YOU CAN DESELECT THE MODEL SELECTION MODE

**PRESSING KEY 1**

YOU CAN MOVE YOUR CAMERA TO A LOCATION TO LOOK AT A TEXTURE COMBINING TECHNIQUE

**PRESSING KEY 2**

YOU CAN MOVE YOUR CAMERA TO A LOCATION TO LOOK AT A TEXTURE COMBINING TECHNIQUE

**PRESSING KEY 3**

YOU CAN MOVE YOUR CAMERA TO A LOCATION TO LOOK AT A TEXTURE COMBINING TECHNIQUE

**PRESSING KEY 4**

YOU CAN MOVE YOUR CAMERA TO A LOCATION TO LOOK AT A TEXTURE COMBINING TECHNIQUE

**PRESSING UP, DOWN, LEFT, RIGHT ARROWS**

YOU CAN TILE THE TEXTURE IN X AXIS AND Y AXIS FOR TEXTURE TILING

**PRESSING KEY R**

YOU CAN RESET THE TILE CHANGE YOU MADE TO DEFAULT

**PRESSING KEY F**

YOU CAN CHANGE INTO ALTERNATING RENDERING MODE WHERE YOU CAN SEE THE DEPTH BUFFER