

Assignment 2

The evaluation of this assignment's tasks as well as the tasks of Exercises 5 and 6 will be held in the **20th** and **21th November** Lab classes and corresponds to **6 points (30%)** of the total grade. The required tasks are listed below; however, it is expected that each group enriches the game with other elements and features in order to make it more attractive.

Tasks and grades

The tasks of Exercises 5 and 6 will be evaluated with **19 points**: stencil test worth 1.5 points, blending mechanism worth 1.5 points, the fog effect worth 3 points, billboard behaviour worth 2.5 points, particle system worth 3 points, the 2D Lens flare effect worth 2.5 points, the planar shadows worth 2.5 points and planar reflections worth another 2.5 points.

The additional task to this assignment is to implement the bump mapping (**1 point**) as explained in the theoretical class. The students should base their implementation in the Advanced Texturing demo code provided in the attached zip file.

In addition to the example described in the theoretical class about reflections, consult the link <https://open.gl/depthstencils>

The **total grade** of this assignment will be calculated by **90% of the sum of the above points with 10% of the extra work and the global aspect of the game implemented by each group, including the technical report and the “making off” video.**

Notes

1. Students must upload their source files in the Fénix System at the end of the lab class.
2. And send by email till the beginning of next week's lab class a **technical report of maximum 6 pages** and a link to a file containing a **“making off” video.**