Teapot Explosion

Mobile Graphics Engineer Assignment

# Summary

This assignment assesses programming ability, cleverness and mastery of platform for the candidate.

Candidate shall create an OpenGL based application on Android, Web or iOS. This application will not use stock engines such as Unity or Unreal and will use minimal external libraries. Code shall be written from scratch without use of previously written code.

# Description

**Max Time: 6hrs**

Candidate shall create an OpenGL scene that loads a Utah/Newell Teapot 3d model. The application will respond to touch/click events. Upon receiving this event the teapot will perform a geometry explosion and then reset.

Please provide a slider to add tessellation (number of polys) and number of teapots

Cleanliness of code, performance, number of polygons rendered is highly encouraged. Please provide a private YouTube link of the assignment deployed and running on a mobile device.

# Extra Credit

Implementation of extra credit is encouraged.

1. Create a toggle option for flipping GLSL based shaders (shaders should be scratch implemented)
2. Physics implemented from scratch
3. Polygon collisions
4. Randomness to explosions
5. Additional creative implementations that create a visually interesting explosion from scratch.

 