

# **Assignment 3 Part 2 – Complex Application**

## **Introduction**

This assignment requires use of many of the techniques illustrated in this course to build a complex graphical program. The assignment specification can be viewed for further information.

## **Implementation**

It is intended that this program will be used to generate a realistic environmental scene. The techniques required/used to obtain marks will be directional lighting, obj loading, multiple cameras, texture mapping, depth cue, skybox, multiple shaders, sound, height mapping, and rigging. These techniques will accurately simulate a forest environment and will view the scene from a third, and first person perspective.

These techniques are subject to change, depending on any issues encountered during the assignment (to ensure best effort at obtaining as many marks as possible).