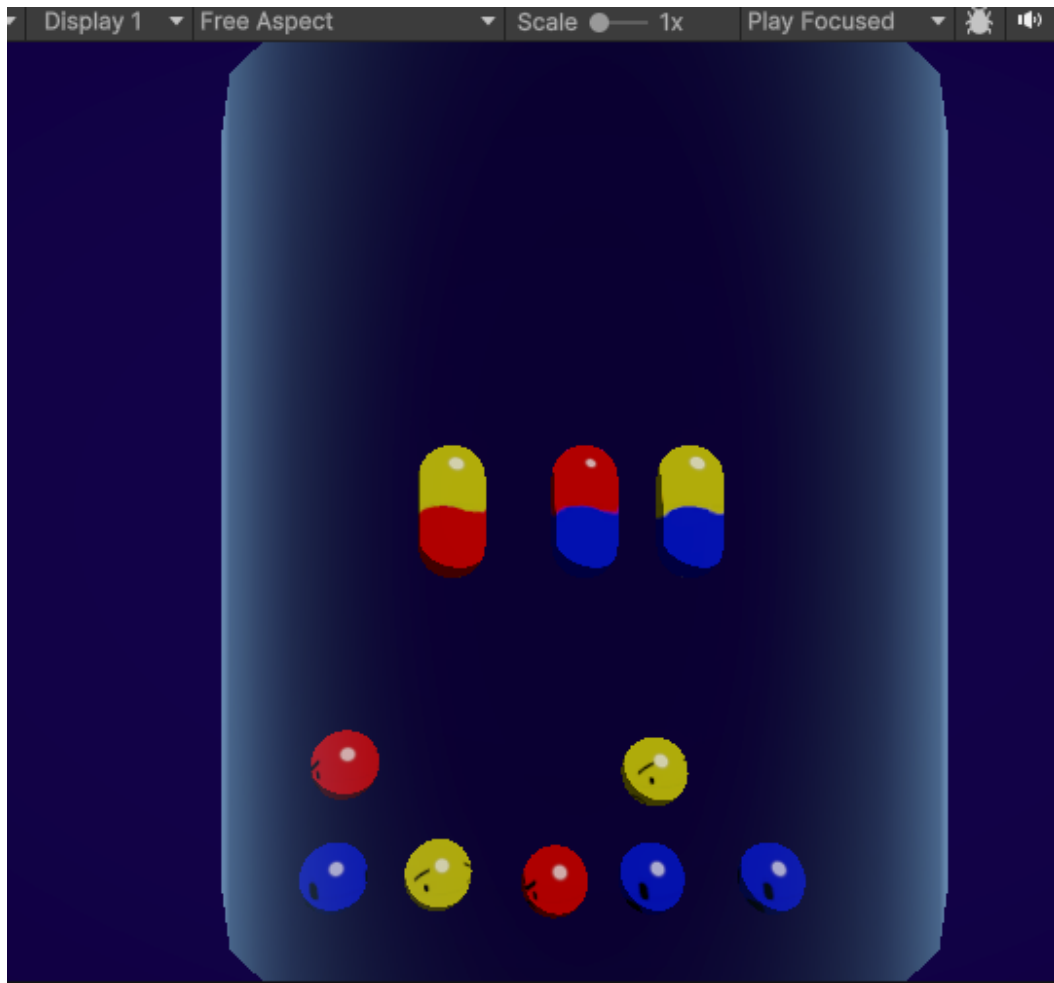


# CG Midterm Report

100868600 = Prime: Dr. Mario

## Part 1

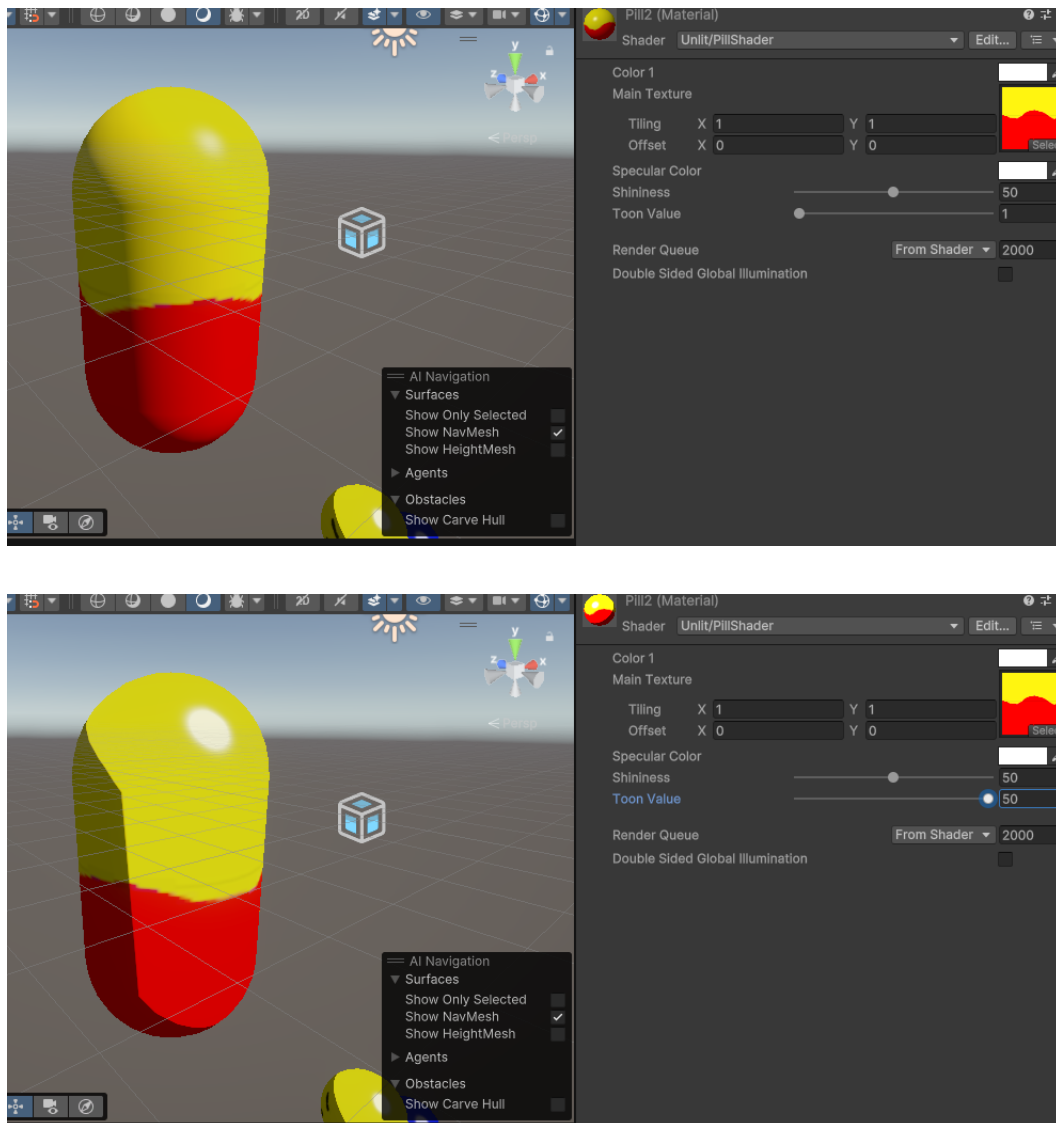
This is what the scene looks like. There is a bottle, enemies, and pills



## Part 2

I created the toon shader for the pill and the enemies. This was done using a clamped phong shader. There is code included in `Assets/_Project/Shader/PillShader` to document the process

The toon value is responsible for the clamping of the colours and therefore the toon:



In order to turn this into an animation, I scrolled the UVs based on time, also shown in the code's comments

## Part 3: not done

## Part 4: Rim Lighting

The rim lighting was done on the bottle with transparency. Comments are in Assets/\_Project/Shader/Bottle

