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Features:

Includes a landscape of some form, rendered such that at least one texture is used in the fragment shader.

Part of the scene using one light source, including calculations for ambient, diffuse and specular components.

Part of the scene demonstrate the use of real time shadowing techniques.

Part of the scene show use of environment mapping.

The camera initially moves automatically through the scene.

Pressing a key switch, the camera into a mode that allows movement via the mouse and keyboard.

The scene controlled via an overall scene graph for efficient rendering.

Appropriate usage of simple meshes and textures to combine into additional scene elements.

Post processing effects: Blurring

Weather Effects such as infinite rain

Advanced Particles

Changing environment such us changing water to lava by putting two texters into shader

Music

Press Key:

V – change Music and lava to water.

C – change Music and water to lava.

O – Blur effect.

P – make blur effect normal.

L – make camera free.

K – auto camera moves.

M – make particles move.

N – stop particles rain.

Screenshot and link

https://youtu.be/L\_IVlaiEL7A

