

CS 432 – Final Project

Requirement Fulfillment Document

Component	How Fulfilled
3D World	Plane with a black background
Movable camera	3 rd Person Camera
Additional camera	1 st Person Camera
All Object Texture Mapped	---
Light Source	flashlight
Animation	Sphere breathing
Object Picking	Dynamic generated objects
Dynamically Generated Objects	Copies of created objects randomly placed
New Geometry	Robot, pyramid
Advanced Mapping Concept*	Shadow mapping attempt

* This can be reflection/environment mapping or shadow mapping.

Anthony Goncharenko and Ritik Ghanshani worked on this project together.

Anthony Goncharenko worked on:

- Animation
- Object Picking
- Dynamically Generated Objects
- New Geometry (Pyramid)
- Moveable Camera
- Additional Camera
- Advance Mapping Concept (attempted)
- Object Texturing

Ritik Ghanshani worked on:

- 3D world
- 3rd Person Camera
- 1st Person Camera
- Light Source
- Object Picking
- New Geometry (Robot)
- Advance Mapping Concept (attempted)
- Object Texturing