Part A: https://shmihaye.github.io/hw1/Homework1A

For the first problem in the homework packet I created a crazy rotating trophy. The horse at the top uses a texture shader, the bottom of the base uses a phong shader, the top of the base uses a combination of the phong shader and texture shader. All of the objects in the scene rotate and the lights move around in a sinusoidal fashion.

Part B: https://shmihaye.github.io/hw1/Homework1B
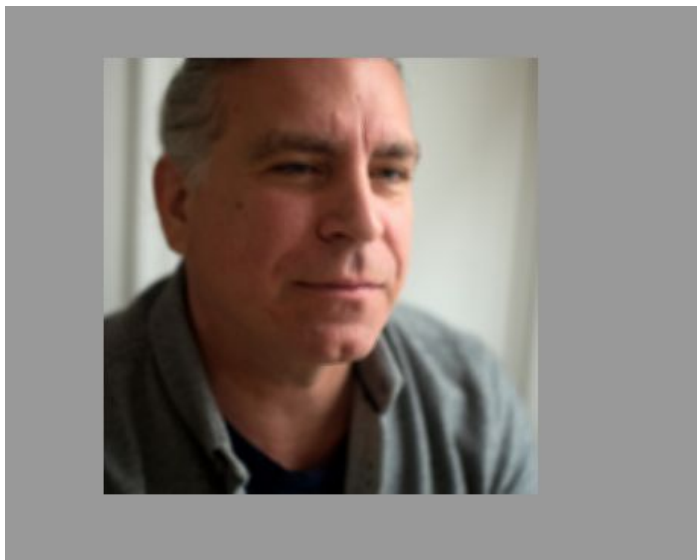
For the second problem in the homework packet I created a Gaussian blur approximation shader. It's a relatively light blur that is easiest to notice if you move your mouse left to right quickly.

Part C: https://shmihaye.github.io/hw1/Homework1C
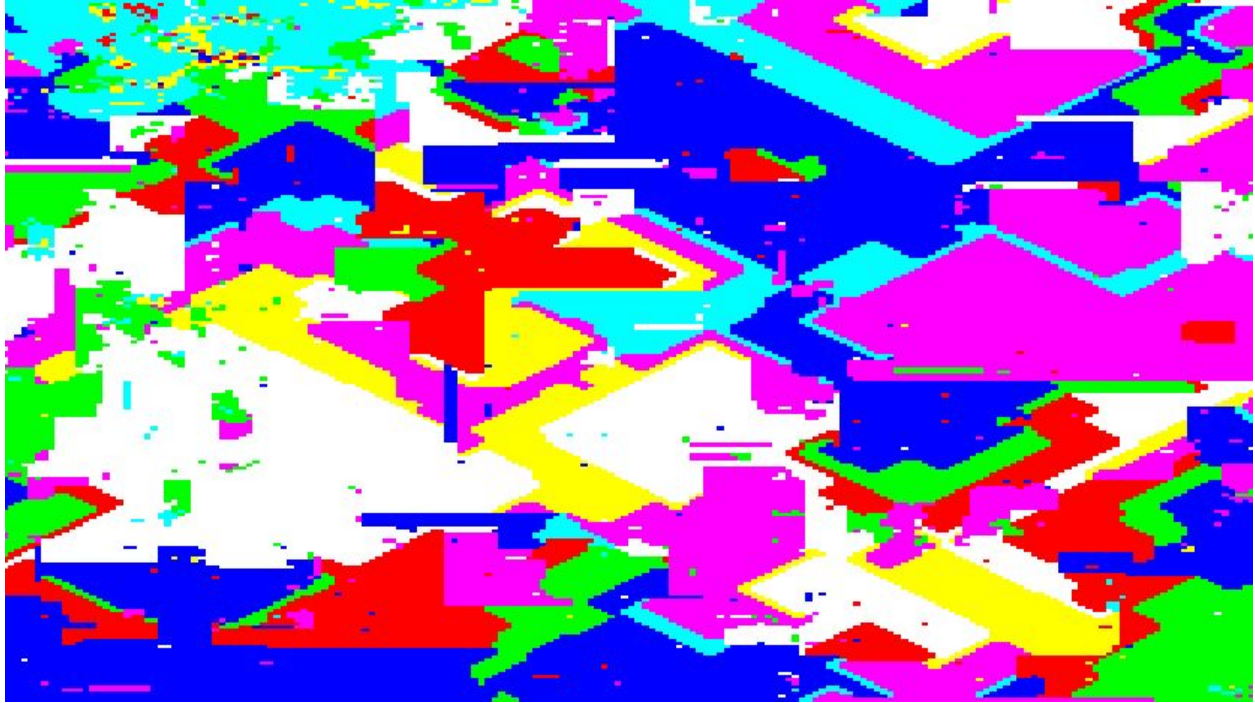
For the third problem in the homework packet I implemented cyclic cellular automata with 7 states and a threshold value of 2 (using Moore neighborhoods). Each pixel starts in a random state and eventually the screen will be filled with one color.