

Student Information

Unit Test Results

Score (out of 0): 0

Score %: 0

Total Tests: 0

Total Passed: 0

Total Failed: 0

Total Skipped: 0

Total Inconclusive: 0

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Links

GitHub Repository Link:

<https://github.com/cs5650-2023fa/h-rendering-srimoyee1212>

Video Recording Link:

<https://drive.google.com/file/d/1CZPp4Sb63HPvSo0yJeyuKdNCm--gYBl0/view?usp=sharing>

Quest APK Link:

fieldnotfound

Work Summary

My approach to this assignment was doing one function at a time and viewing the effects in Game mode. This was a slightly tricky assignment and I had to check the textbook for reference several times. One interesting thing is the lighting on the floor. It took a while for me to understand how the view direction and the ray direction affected the floor lighting. Another thing that took some pre-work to figure out was the role of the Raycast "hit" parameter in the mapped normal calculation to covert between local and world coordinates. Overall I think it was a very fun assignment to do though there is definitely a performance lag issue which is device based.

Test Suites:
Individual Test Results: