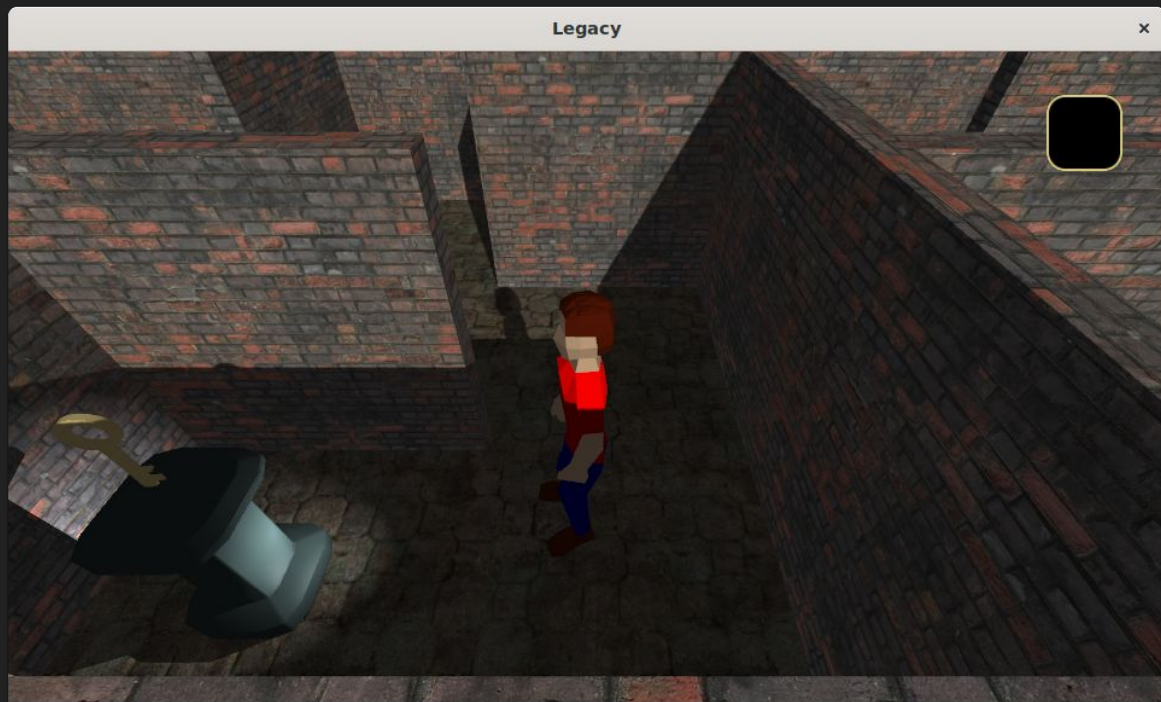


# IN4152

An A-maze-ing Game

# Custom models



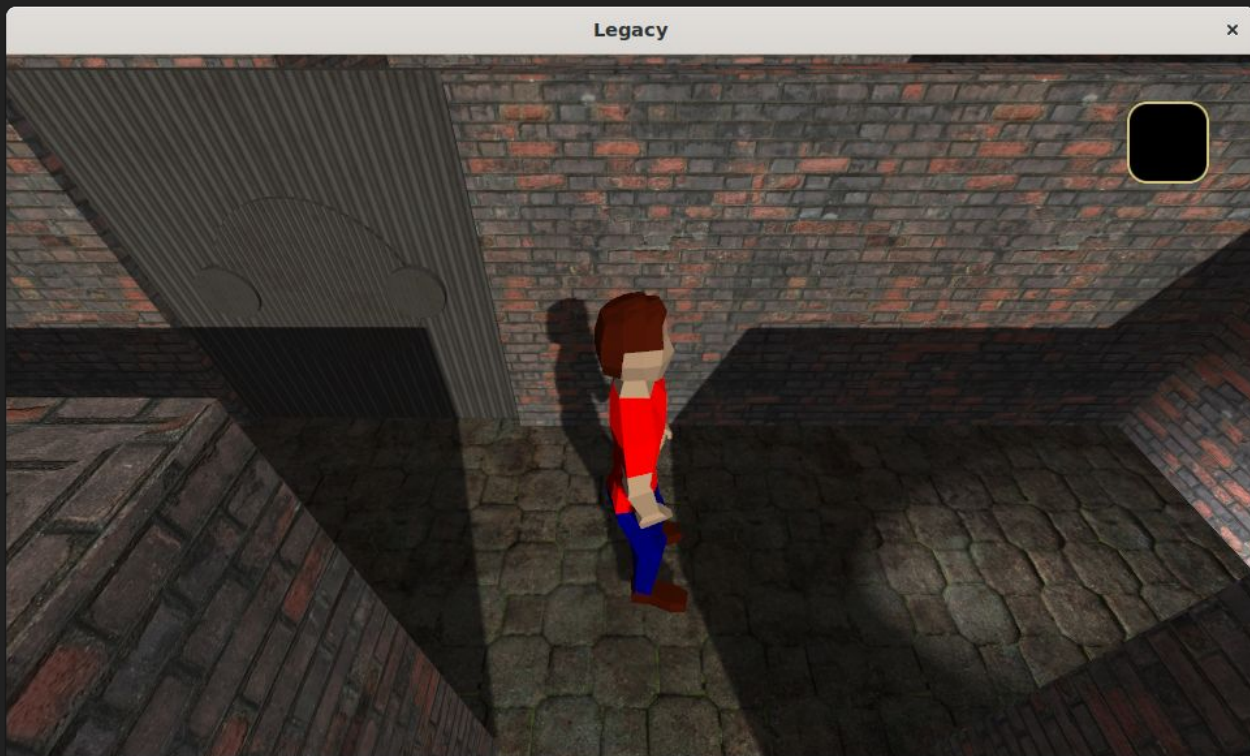
# Spot light shadows



# Directional Shadows

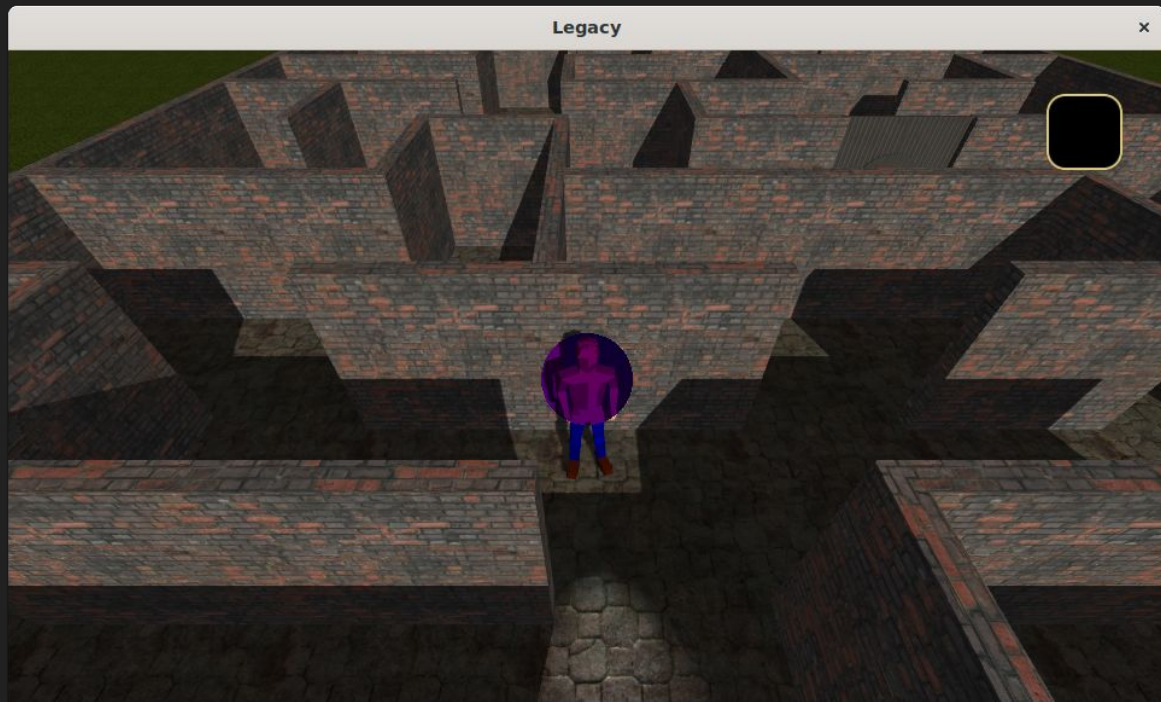


# Normal maps + Hierarchical door

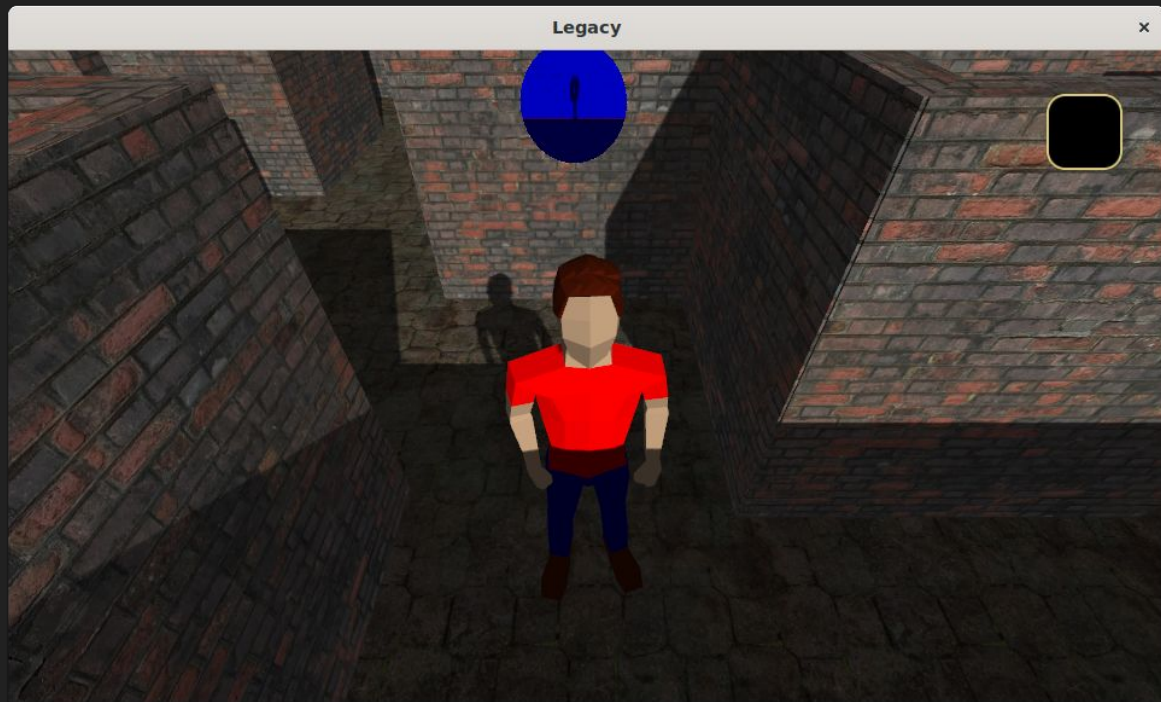




# X-toon shading



# X-ray vision



Live Demo



# Team members

- Andor Michels
- Arnoud van der Leer
- Wessel van de Brug