**IN3005 Computer Graphics**

**Coursework Report**

**Tayyab Hussain**

Description of the game:

Annotated Screenshot of top-down view:

KBM Controls:

Asset Listings:

URL: Date of Download: License:

Reflection: (PUT THIS RIGHT AT THE BOTTOM)

***Route and Camera***

Route:

A picture containing text, envelope

Description automatically generatedA picture containing text

Description automatically generatedThis is the track I have created for my game. I implemented it using the Catmull-Rom spline. There are 33 points along the track, each with its own individual up-vector to create banked or off-camber corners.

After applying a texture to it, here is what the track looks like now: A picture containing text, grass

Description automatically generated