

Completed features

1. Avatar

- a. The Tigger is the avatar and can be moved with the arrow keys.

2. Sunshine

- a. All objects except for the Avatar are illuminated using a directional light source.

3. The Texture of Falling

4. Spotlight

- a. The Avatar is illuminated using a spotlight located at the eye position of the camera.

5. Shining

6. Ground Zero

7. Pitch Black

8. Sunset Boulevard

- a. Similar to the sunshine and spotlight, the avatar's shadow is determined based on the position of the spotlight and the rest of the objects' shadows are based on the non-directional light source emanating from the sun position.

9. The Matrix Revolutions

- a. The wheels on the cars are rotating independently of the car. The wheels have a parent attribute so their coordinates are first transformed into their parent's space and then to world space.

10. Keep Watching

- a. The camera follows the Tigger as it moves using the arrow keys. The camera can also be moved and rotated independently of the Tigger using AWDS

11. Dead Solid Perfect

- a. The hot air balloon is implemented using procedural shading.

12. Tracking

- a. Hold down the 'T' or 't' key for the camera to move along a heart curve.

13. Who Framed Roger Rabbit

14. Planes on a Snake

- a. Who Framed Roger Rabbit and Planes on a Snake are the three cars on the three-dimensional track.

15. Corn Maze (hehe)

- a. I know it's not a feature that gets any points, but the trees form a corn maze if you want to try to get Tigger to make it through ☺.