OPENGL

* My assessment features 6 imported 3D models. in which one model is multitextured.
* It also features 3 unique shaders, one using Phong, one using normal mapping and Oren-Nayar/ Cook Torrance and one using a toon shader.
* My assessment features 3 different types of light. Ambient, Directional and Point light.

UNITY

* My assessment features multiple materials that I created.
* 2 particle systems that interact with the scene.
* A complex animated model.
* A custom post processing effect.
* Procedural map generation via Perlin Noise.
* A GUI that has major interactions with the scene.

HOW TO MOVE

OPENGL:

W- Forward

S- Backward

A - Left

D- Right

Q- Down

E - Up

UNITY:

W- Forward

S- Backward

A- Left

D- Right

Spacebar - Jump