Fundamentals of Computer Graphics

List of assignments from exercises

A more detailed description of each assignment can be found on the course website, including images of the expected results.

1.	Camera transformations	5 p	(exercise 3)
2.	Phong shader on complex meshes	5 p	(exercise 4)
3.	Hierarchy of transformations using ECS	5 p	(exercise 5)
4.	Player movement including collision	5 p	(exercise 6)
5.	Normal mapping	5 p	(exercise 7)
6.	Randomly scattered grass with animation	5 p	(exercise 8)
7.	Shadow mapping	5 p	(exercise 9)
	+ 5 p bonus for shadow-volume calculations		
8.	Spherical environment map	5 p	(exercise 10)
9.	Snowflakes	5 p	(exercise 11)

Up to 50 points (including bonuses) can be earned for completing the above tasks. Please note that the maximum number of points that can be awarded is 45.