

Real-Time Rendering

Abgabe 2

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Implementation:

We implemented rudimentary Collada animations

Simple Blinn Phong shader

Spotlights (with cone meshes for fake volumetric effect)

GPU Particle Effects based on Spritesheets and Transform Feedback

We have dynamic cubemap reflections, best visible when the fire effect is happening

Controls:

Press escape to close program.

Libraries used:

SFML (not the graphics part, we do all opengl calls ourselves)

Assimp

Tested Graphics Card:

NVIDIA
