CS 535, Fall 2011

Due Thursday November 3 at 6am.

Assignment 5—Stitching distant geometry and specular reflections

1. Extend your renderer to support environment mapped distant geometry and reflections.

2. Demonstrate the added functionality on a scene with a single perfectly reflective object.
- The view should always be centered at the center of the object. In other words the controls should spin the object with 3 degrees of freedom.
- Use both the environment map provided (uffizi_cross.tiff, courtesy of Paul Debevec) and an environment map you are making by rendering the scene from the center of the reflective object. The user should be able to switch between the two environment maps using the GUI.

Extra credit

- Fresnel reflections (2%)
- Build environment map of real world scene (5%)
- Anything else that makes a compelling visual experience (x%)

Turn in instructions

Turn in your work in an archive submitted via Blackboard Vista. The archive should contain:

- Source code and VC++ solution (please Build->Clean Solution to minimize submission size).
- The movie file and the path text files used to render the movie sequences.
- External libraries used.
- Code should compile, link, and run.
- A Readme.txt or Readme.doc file that lists the movie making library or software used, any special GUI features, and extra credit features attempted.
