Exercise 5 (week 6, October 24th)

The tasks of exercise are:

1. Insert a view of the rear-view cam (camera looking backwards) by using the stencil mechanism. See the attached AVT_StencilDemo.zip for an example.

2. Insert billboard objects in your scenario.

3. Create a particle system. The students can use the firework effect presented in the lecture and fire it when the player is successful in their game (reach certains scores). Alternatively, the particle system can be used to simulate the impact of a meteorite.

   Attention: For the above tasks, 2 and 3, students can base their implementation in the attached AVT_SnowMenFireworks.zip demo file

4. Implementation of the 2D lens flare effect. Students can base their development in the attached AVT_multiTexFlareDemo.zip demo file