Dynamic Terrain Roamer with simple effects

02563 Final Project
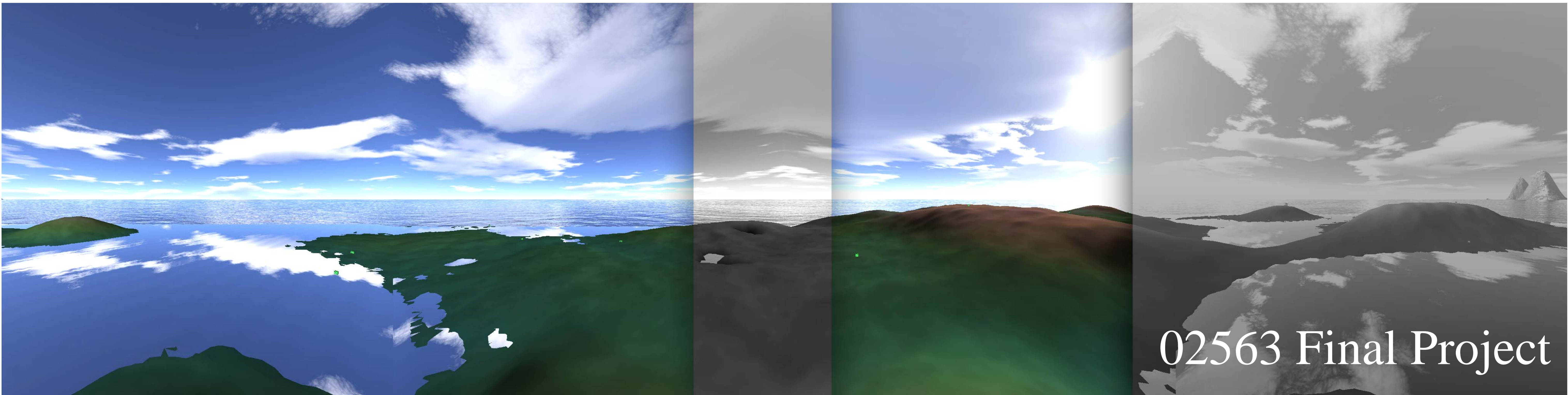
This is a fun game with many neat, little details!

Avoid the rising water and collect the boxes.
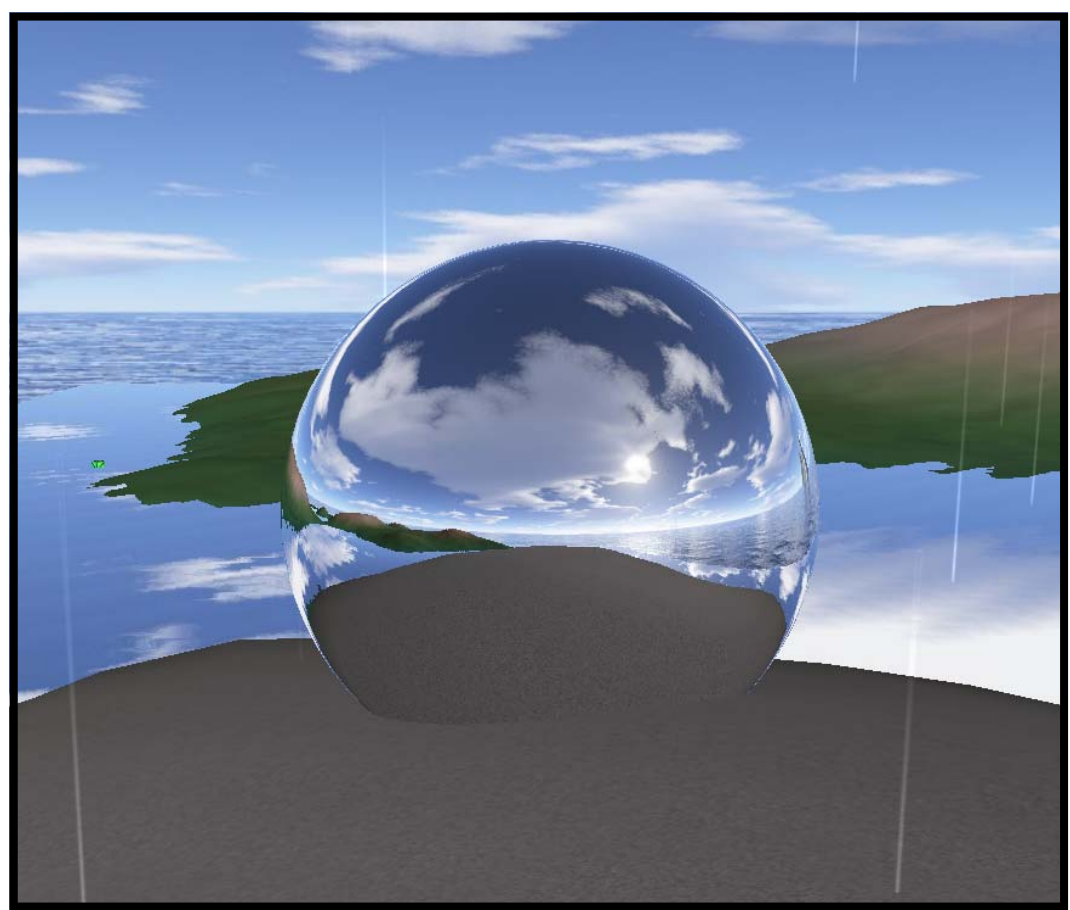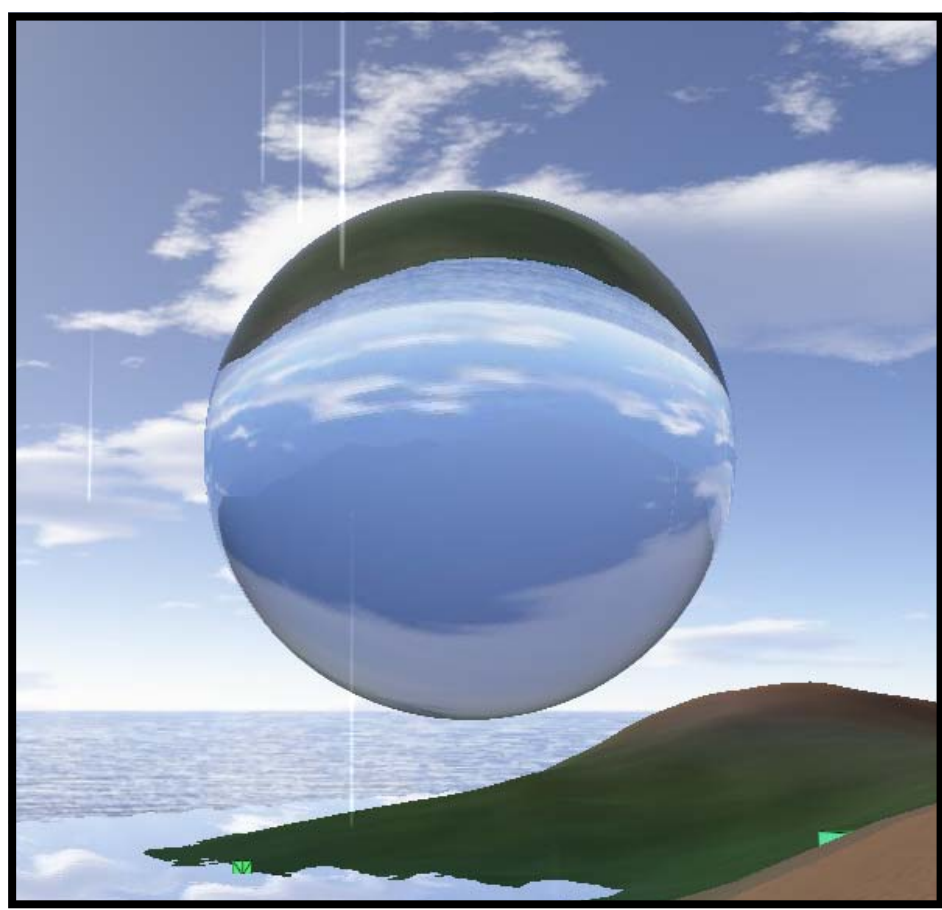Collect the spheres for extra points!
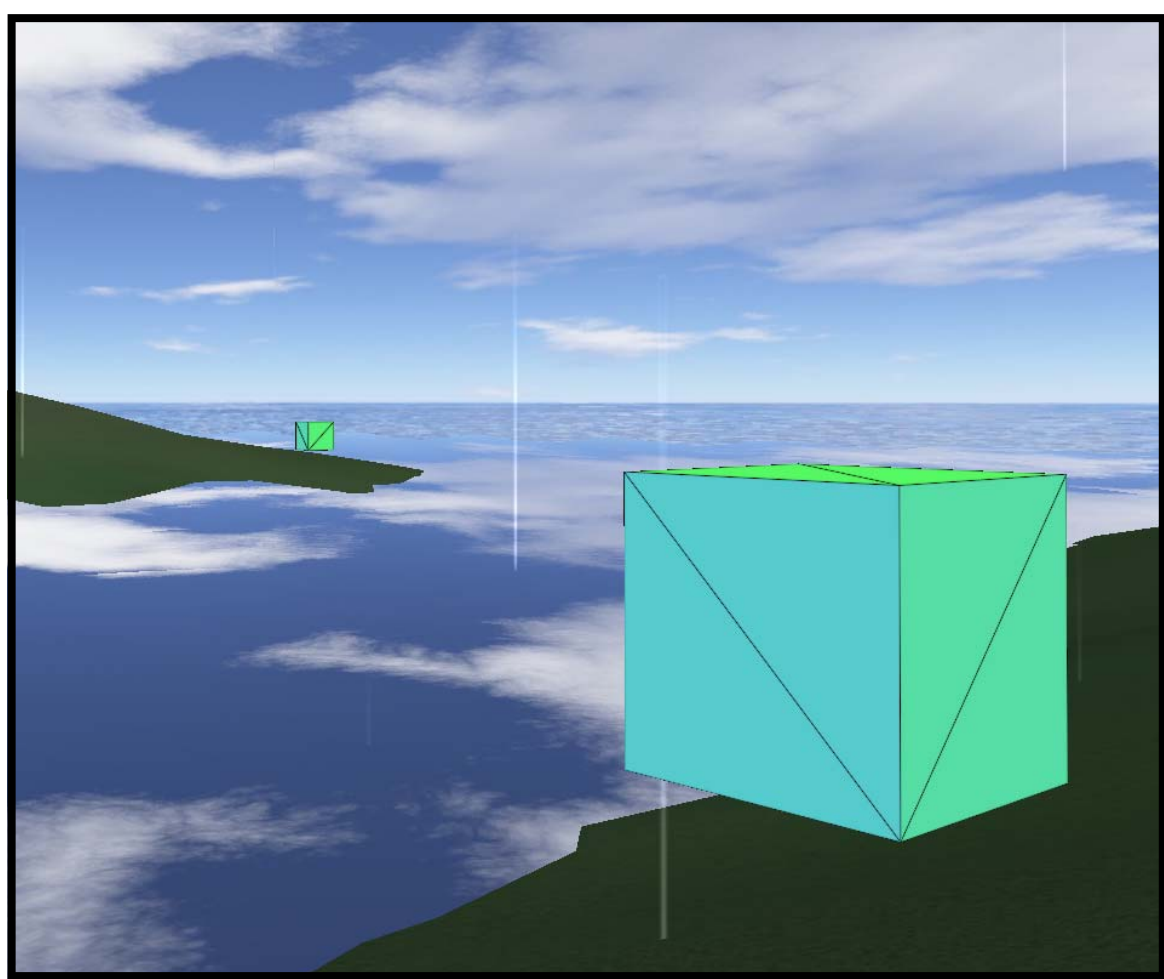
Simple Water

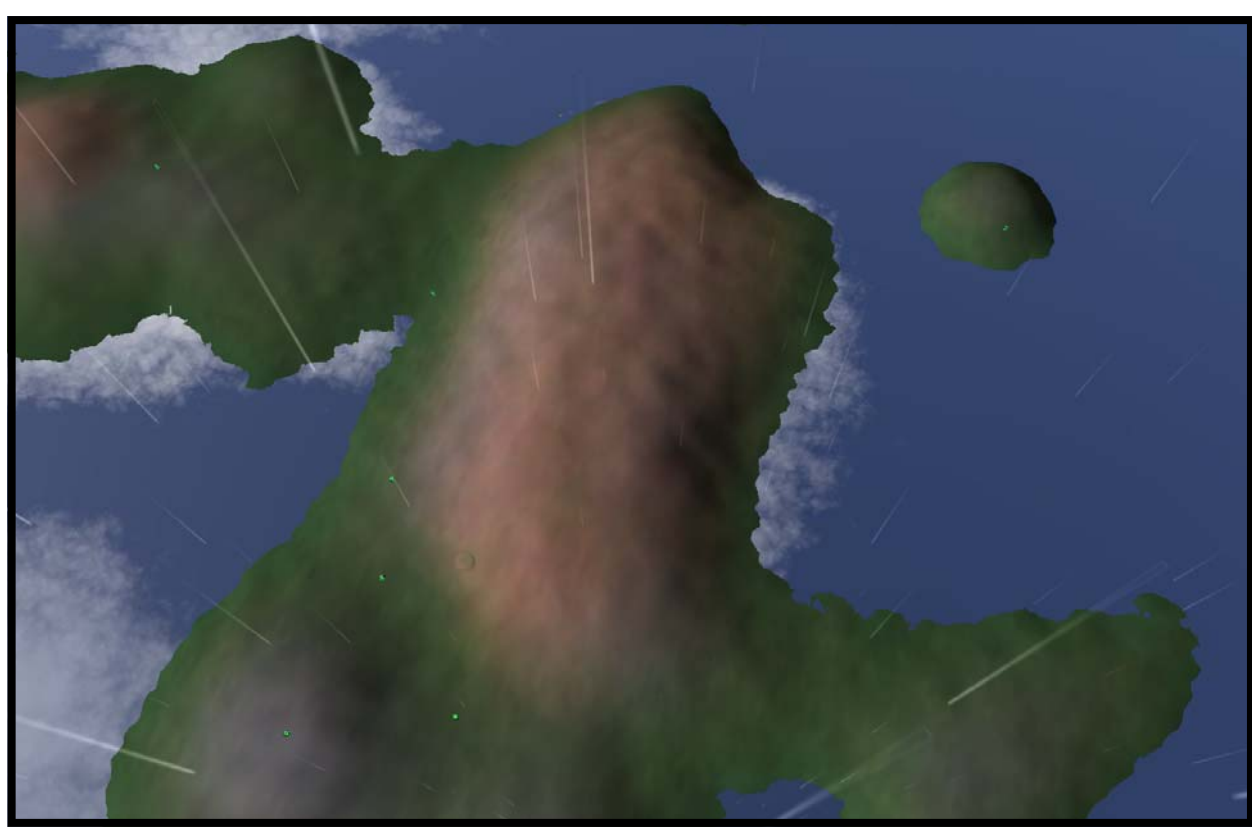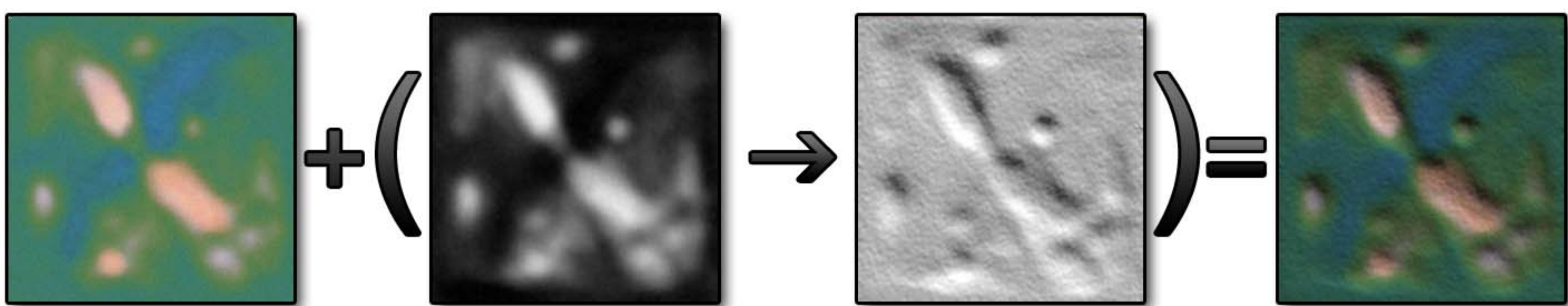At a glance the water appears very real.

Optics

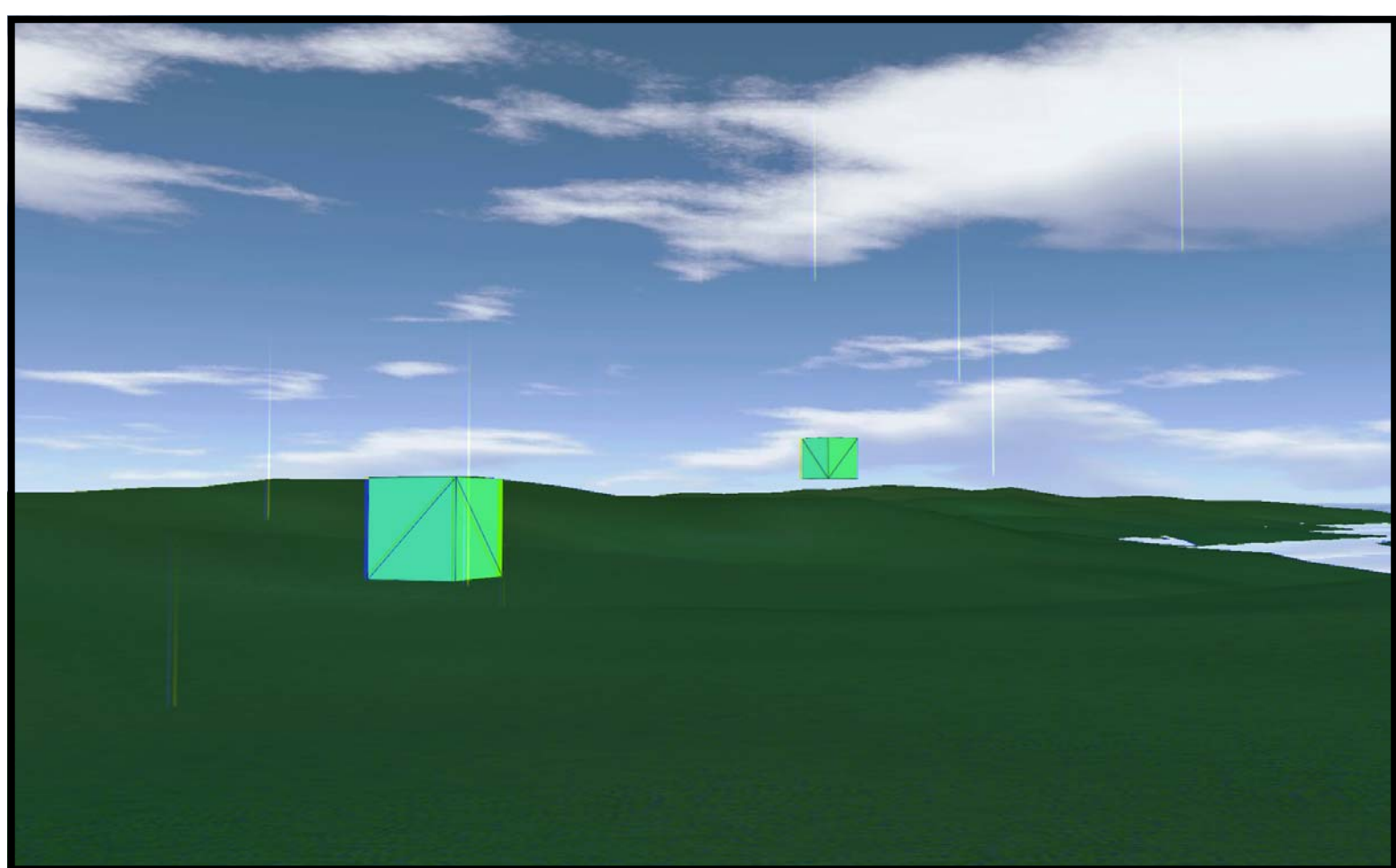Cubemap generation feature gives lifelike environmental mapping.

Cubemaps & Terrain lighting the straightforward way

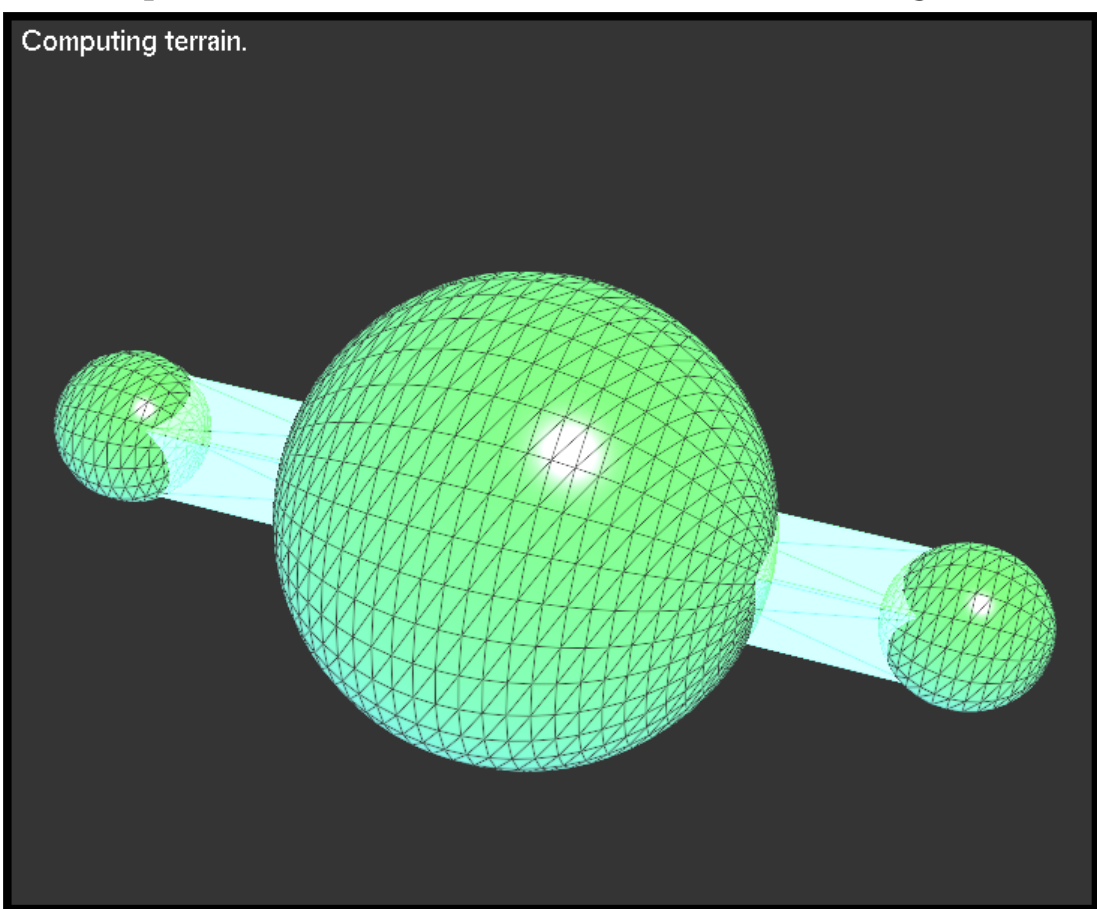Precomputed cubemaps lighting improves in-game performance.

ColorCode 3D®

ColorCode 3D® is integrated to give that eye-popping gaming experience.
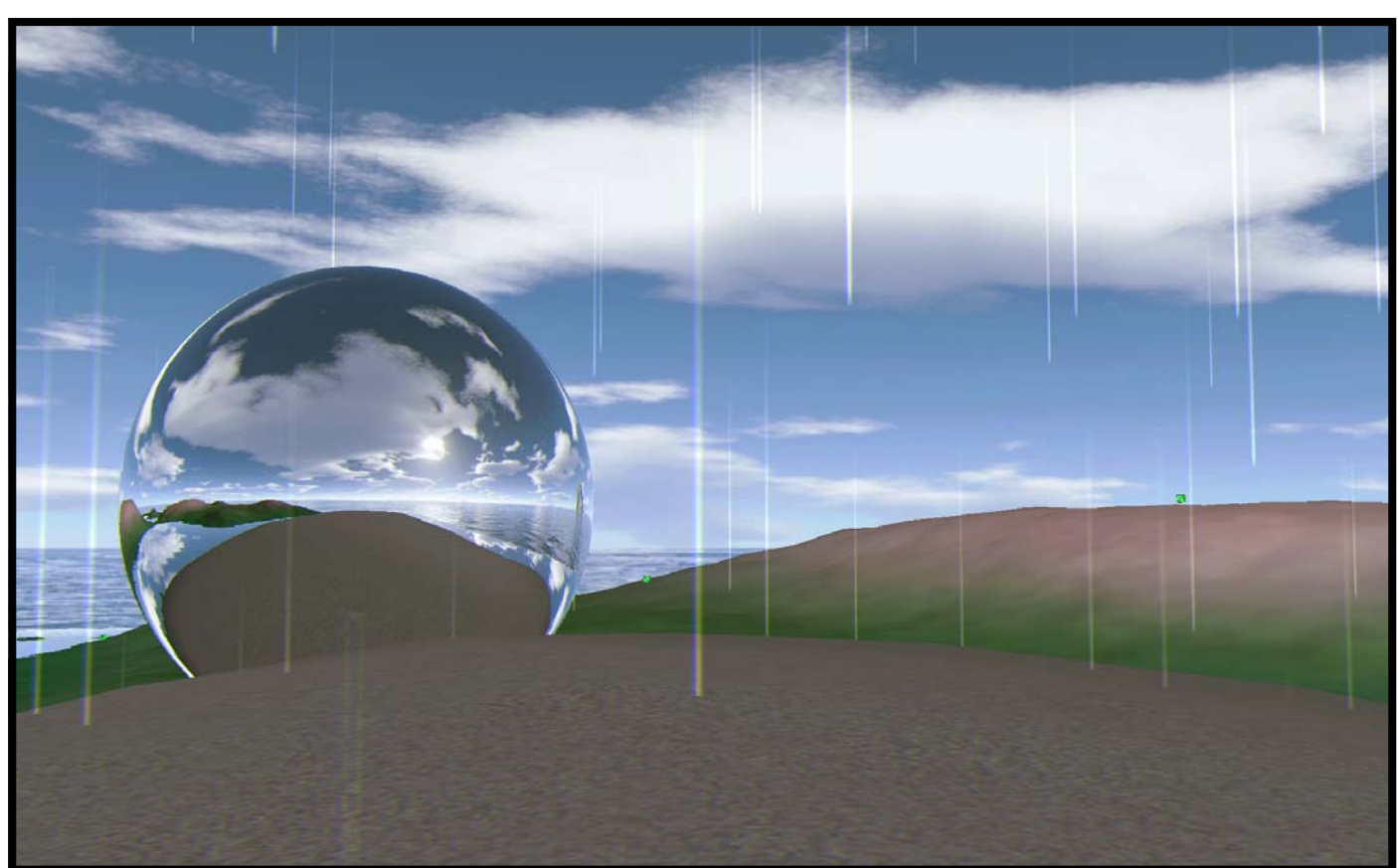

Gooch shading

Gooch shading is an interesting way to represent non-photorealistic objects.

Weather

Support for scripted particle systems made weather effects both nice and easy to implement.

Rebuildable terrain

Scorching the earth and shaping the terrain introduces a more strategic and exciting aspect to games.

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