CS 657x Project Summary
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Empyrean is a multiplayer, side-scrolling, adventure game. It has traditional 2D
gameplay elements such as platforms and jumping puzzles, but it uses modern 3D
hardware to render the scene. For this class, I developed a vertex shader for blowing
wind through geometry such as trees and grass, a post-process full-screen glow effect, and
a basic particle system that can collide with world geometry.