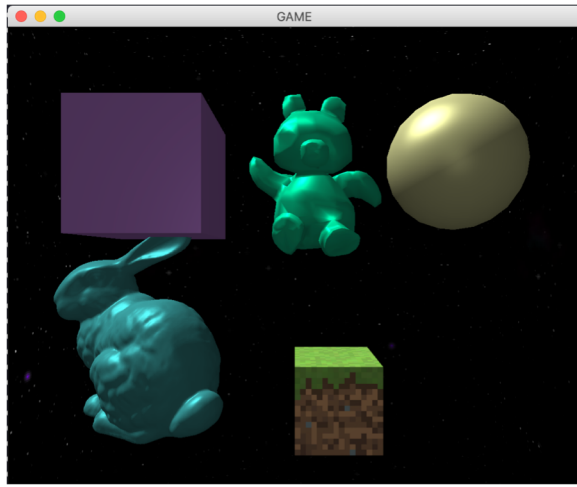
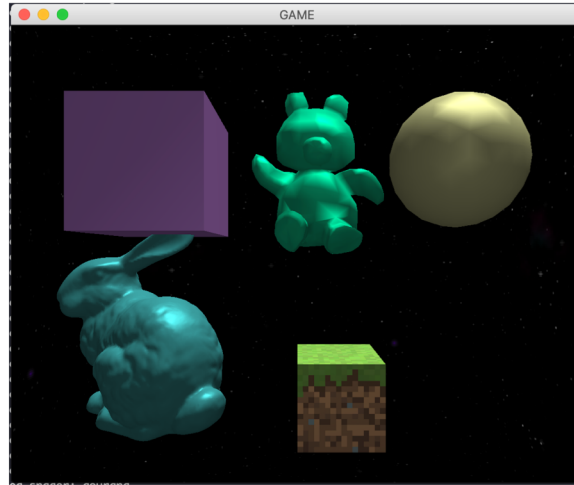


Computer Graphics Shader Implementation

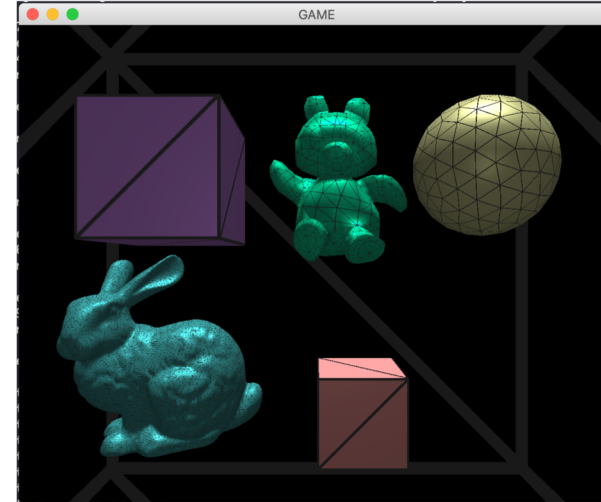
Hayun Chong



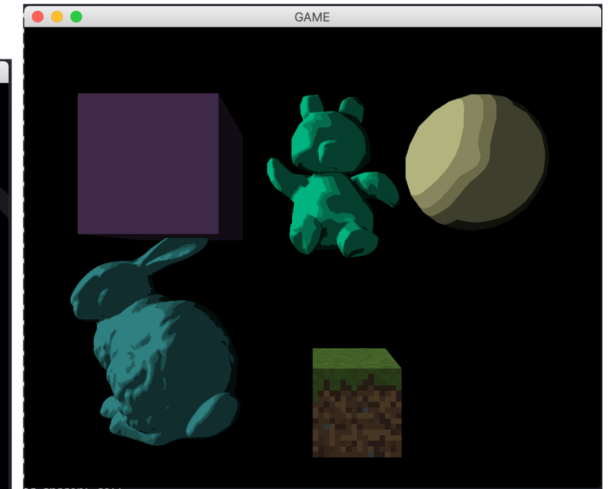
Phong Shader



Gouraud Shader



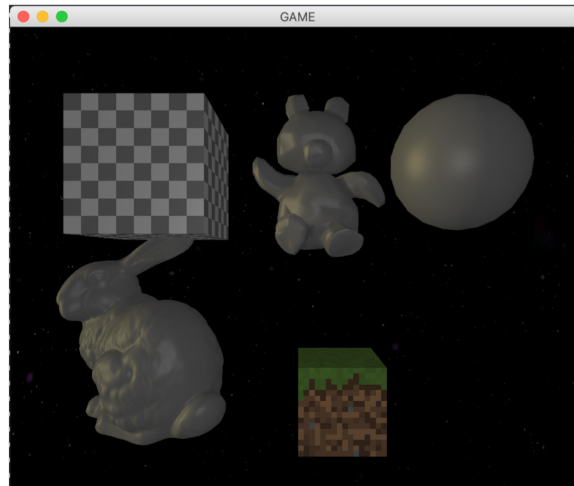
Wireframe Shader



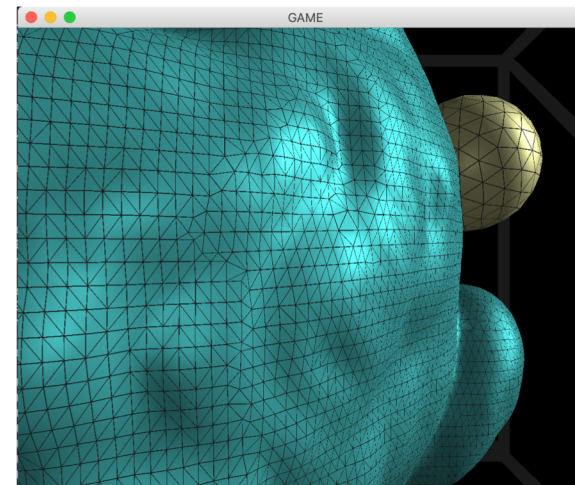
CEL (toon) Shader



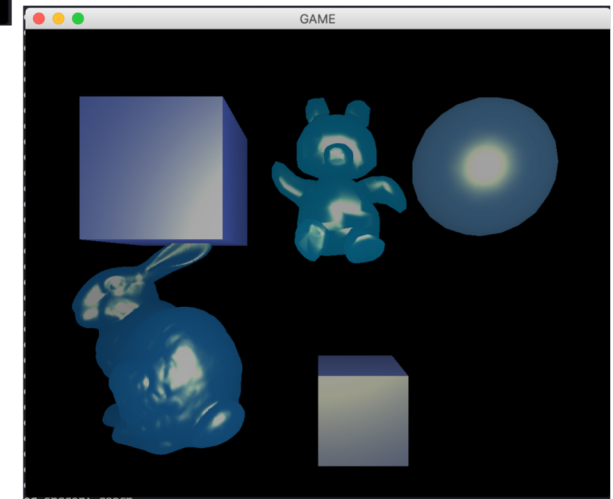
Skeleton Shader provided by the assignment



Checkerboard Texture with Phong Shader



Wireframe shader zoomed up on the bunny to show the triangle meshes



Gooch Shader using blue and yellow colors