Geometric Modeling

Project 6

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https://media.oregonstate.edu/media/t/0_aom27b54

For this project I created a vertically shrinking spring. The springs color is influenced by the height of the vertex location and the x and z coordinates determine the color with arc tangent producing the HSV hue value. The spring shrinks in diameter as it approaches the top of the spring, producing a cone shape. The spring is stretching and shrinking with time and the control points are adjusting the x location by time, adjusting the shape from a cone to a pyramid.