

Shaders

Project 5

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https://media.oregonstate.edu/media/t/0_s8rbfw2p

For this project I opted to use a cube with custom specified texture coordinates for each vertex. For the vertex shader I simply modify the position of the x and y components by a sine function modified by time. Whereas with the fragment shader I isolate a circle on the surface, invert the color by subtracting each color component from 1.0, discard a square from within the circle based on the circle's radius, then grow and shrink the respective circle and square by a function of sine.