Computer Graphics Shaders – CS 557

Project-6

The Bunny Menagerie

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Screenshots of my project #6:

Description: I have just reffered the previous years project images shown in the resources page and chosen one of the image (lava pig). I have used the texture mapping for lava and added color to it to make it more realistic. I have also implemented the uAlpha for this object which I have done previously in project 2 for extra credit. I have added the cube mapping in the end so that it will be a bit different.

Video Link:

https://oregonstate.zoom.us/rec/share/GFl5GlUmEa23Lt_0bdVGUEqkFpme7N6lUpuzvfqvYuefWhOd0Q
HFfvfwEkEdUwuY.9uenBsL5Mr98edOS