

Computer Graphics Shaders – CS 557

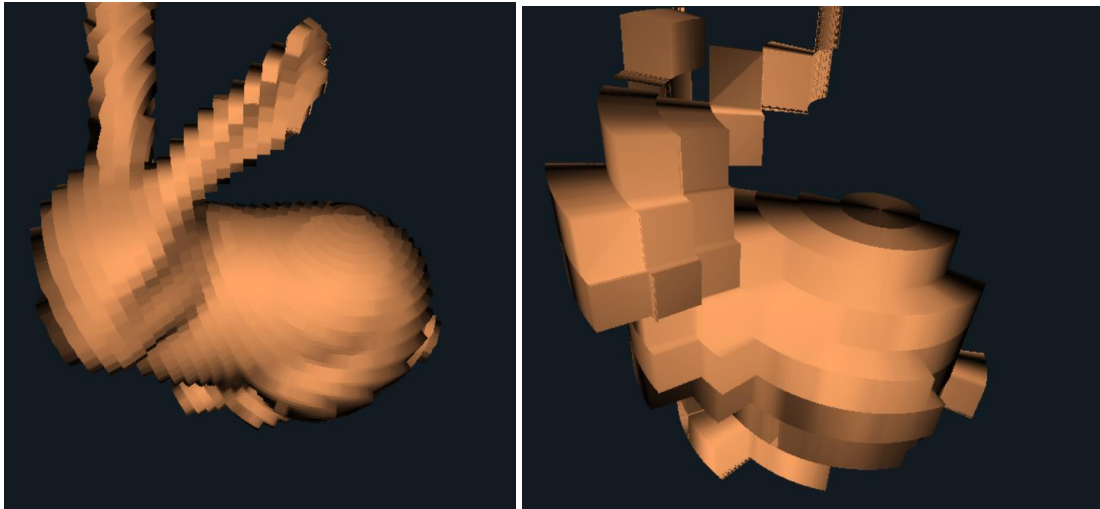
Project-7A

Geometry Shaders: Quantizing in Cylindrical Coordinates

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Screenshots of my project #7:



Video Link:

<https://oregonstate.zoom.us/rec/share/jNXagpQQ5kfVRxqo6wqT-o4G8Vo9wv9ii5ZKBQMFUHBjhnMUMITNxY3GDfbVNVwG.kM1SKsHJSI2LHagw>