

# CS 557 Winter 2018

## Project 6: Geometry Shaders for Quantizing 3D Geometry: The Lego™ Project

Benjamin Fields

[fieldsbe@oregonstate.edu](mailto:fieldsbe@oregonstate.edu)



**Figure 1:** Image taken from the shader program showing the effect of quantizing the object.

Link to Video:

[https://media.oregonstate.edu/media/t/0\\_tre6sgcl](https://media.oregonstate.edu/media/t/0_tre6sgcl)