CS 557 Winter 2018

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

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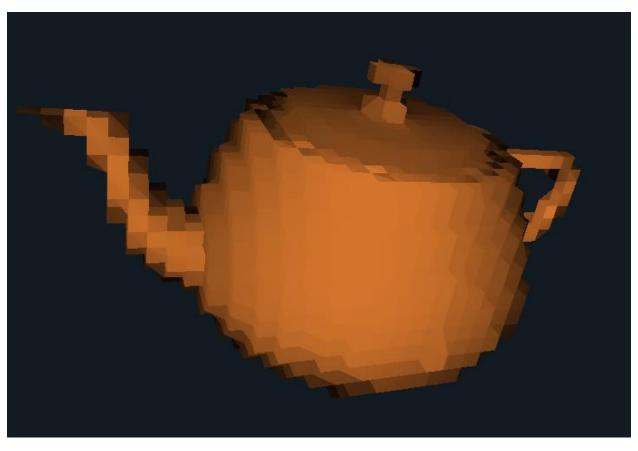


Figure 1: Image taken from the shader program showing the effect of quantizing the object.

Link to Video:

https://media.oregonstate.edu/media/t/0 tre6sgcl