Readme

Project 4- Image processing GLSL

Part 1

Implement the following filters:

- Image negative
- Gaussian blur
- Gray scale
- Edge Detection
- Toon shading
- Contrast
- Brightness
- Sepia Filter

Part 2
Various vertex shaders implemented-:

- A sin-wave based vertex shader.
- A simplex noise based vertex shader:
- River bank kind of look.

I created a new sepia filter which was done by interpolating between the sepia color and the image RGB value in weighted manner.

For the third vertex shader i used Sin function, Cosine function and Simple noise effect and took their average to calculate the 's' and 't' height value.

Blog Address- http://raytracerpathtracer.wordpress.com/image-processingglsl/

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