

CS 457/557 -- Winter Quarter 2021

Shaders Final Project Proposal

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- 1) I want to build a rainbow on the surface of an obj file (ex. cat.obj) and try to set one or two noise factors to affect rainbow pattern.
- 2) Each color's width of rainbow can be changed by a factor.
- 3) Do the smoothstep part between each color of rainbow to make it can be clear to fuzzy.
- 4) set a factor to influence the deformation like swirl or something else.

I think it could be done in one week because the concept I use had been taught in the class and one point I need to spend more time to figure out how to achieve it is the relationship between rainbow's color.