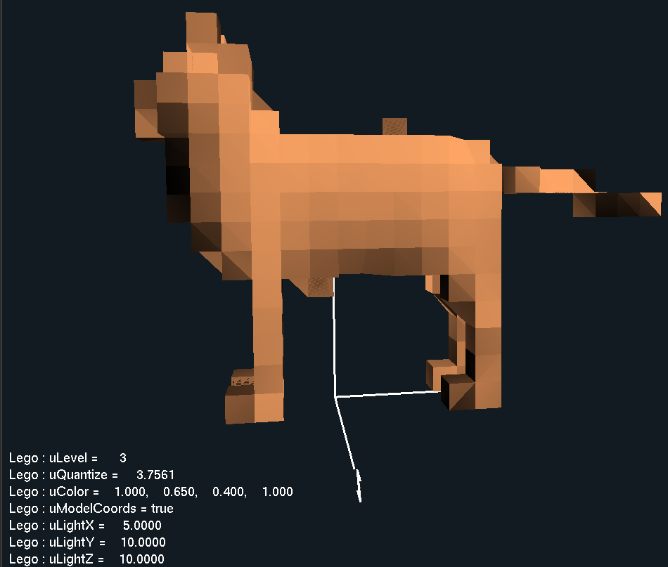
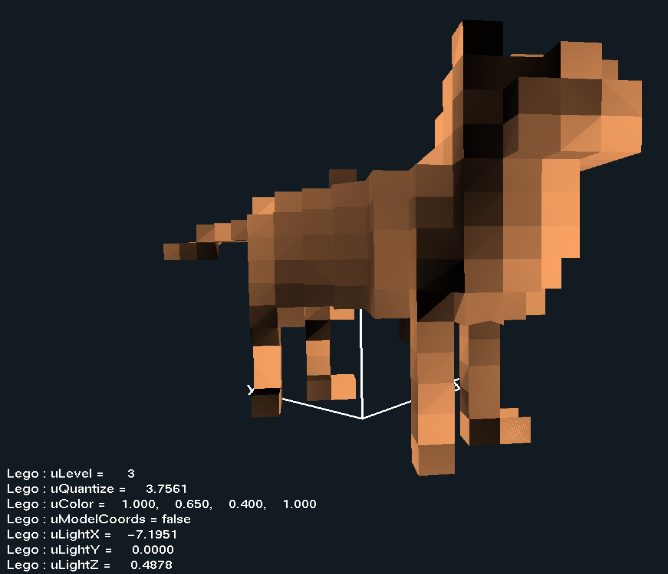
**CS 457/557 -- Winter Quarter 2021**

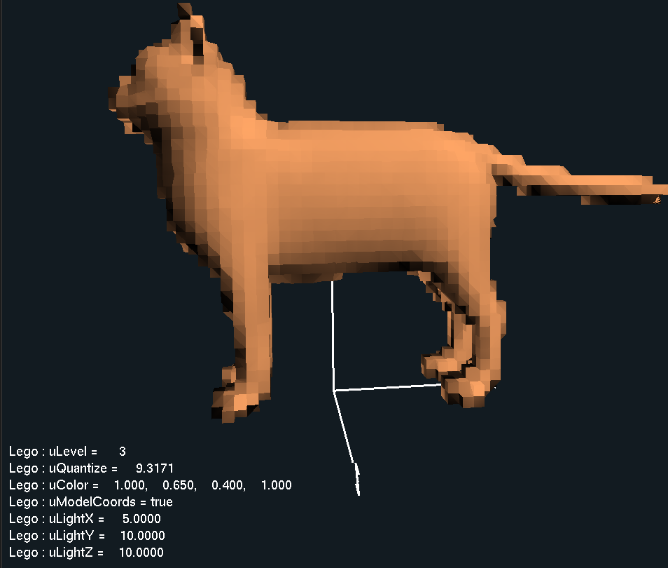
**Project #7**

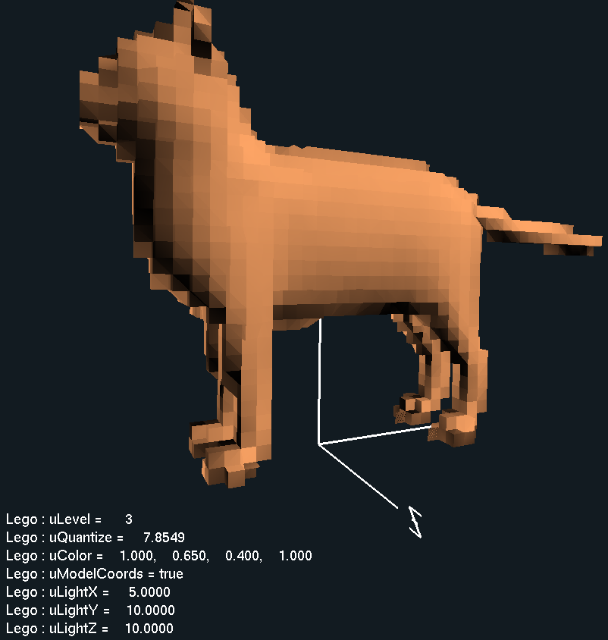
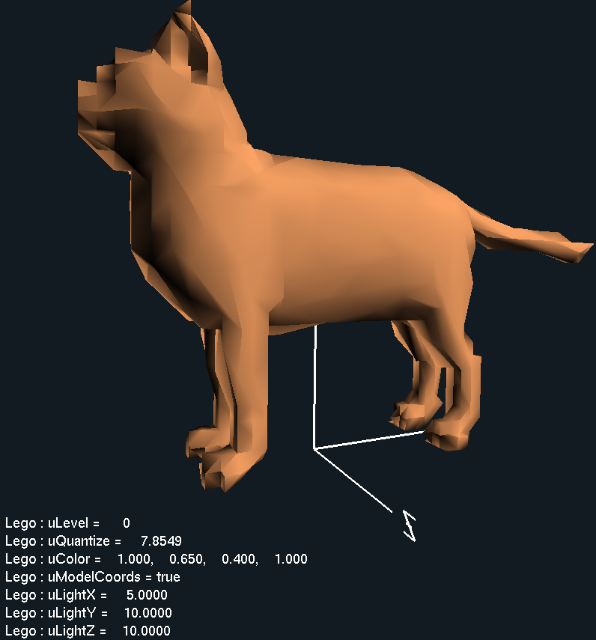
**Geometry Shaders for Quantizing 3D Geometry: The Lego™ Project**

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* Screen shots from program:





* Video Link: <https://youtu.be/mP8m7e1Q8Zo>