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

**Shaders Final Project Proposal**

**Name: Chun-Yu Chen**

**E-mail:** [**chench6@oregonstate.edu**](mailto:chench6@oregonstate.edu)

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.