

VGP330 - REAL TIME GPU PROGRAMMING

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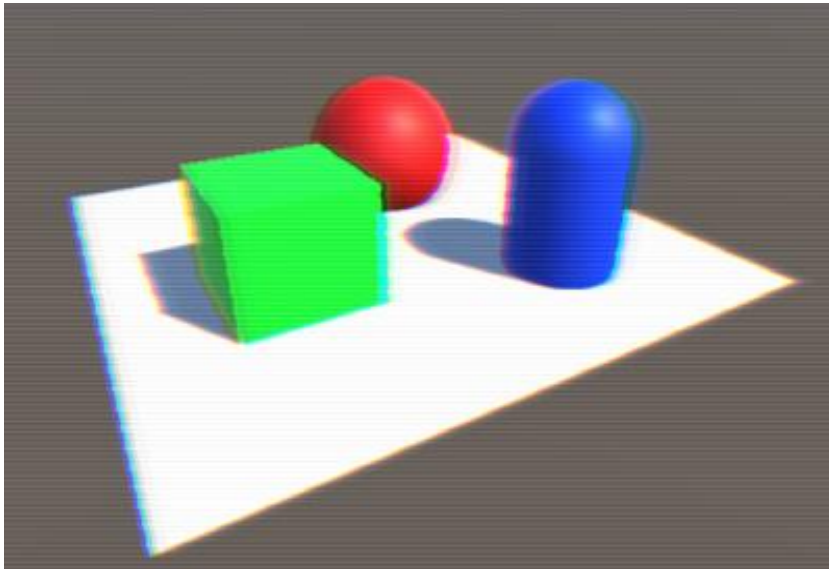
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Pro-processing Final Project Proposal

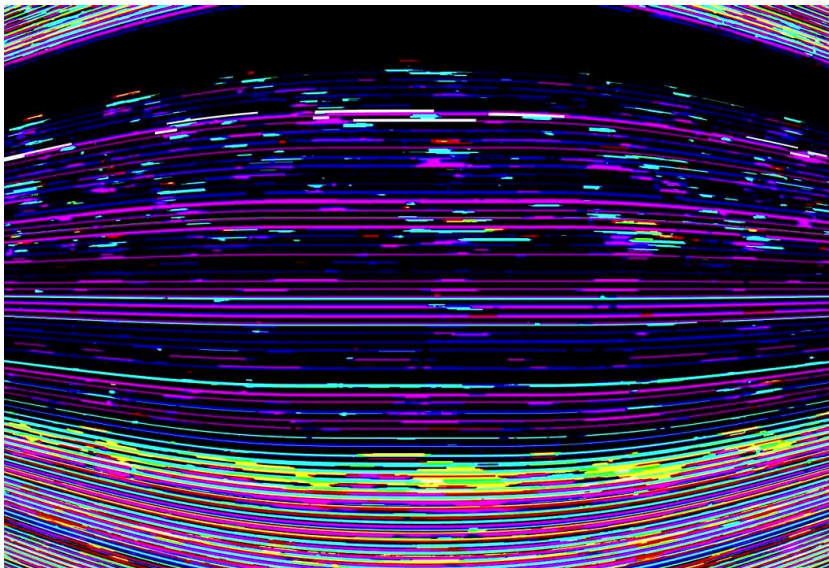
Ideas:

- CRT effects

Description:



- Part I: I would like to create a basic CRT post-processing effect including:
 - Vertex shift to left
 - Color distortion (Chromatic Aberration)
 - (Stretch-goal) CRT lines (image with blend mode)



- Part II: I would like to add screen edge distortion as extra challenge
 - Use uv map and calculate the position of vertex as they approaching the edge of the screen