# Yi Chiun's Project 1 Step and Blended-edged Elliptical Dots

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- ☐ I have made an object for this project: a sphere and many ellipses. In addition, in this assignment, I use the GLSLProgram C++ class to create a shader from the pattern.vert and pattern.frag files. Declare variables uAd, uBd, uTol, and utilize formulas to modify the shape of the shader. Then, create key times and set values, allowing the ellipse to change in size with the progression of key time. Finally, use smoothstep() this function blends between the ellipse and non-ellipse areas.
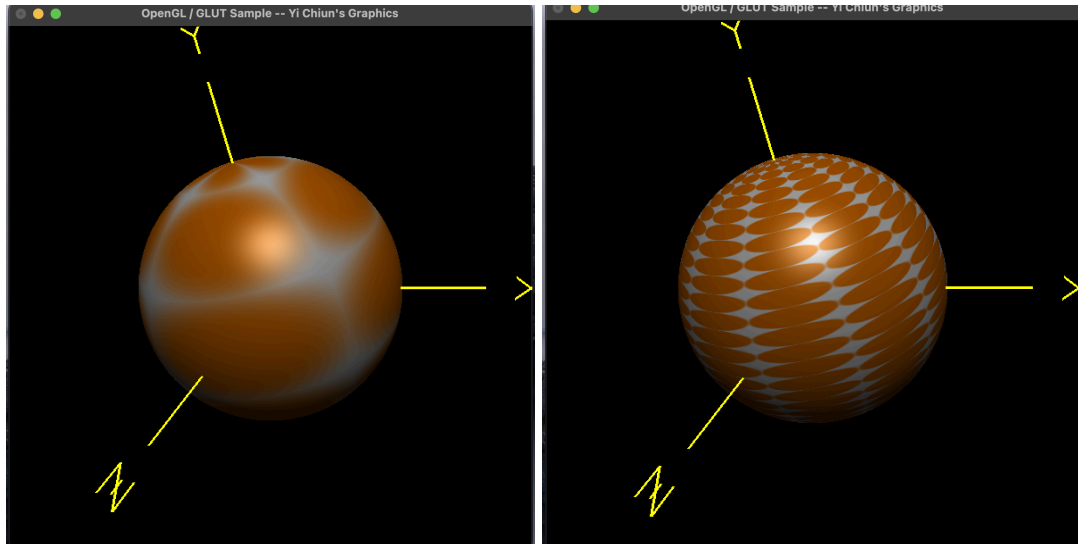
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