# Yi Chiun's Project 7B

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- ☐ In Project 7, I first loaded the dragon OBJ file provided by the instructor. Then, in the vertex shader part, I set keytime values for the uTwist parameter and then multiplied it by position.xyz. I also used the Rotate Function provided by the instructor to enable the OBJ to rotate based on the XYZ axis. In the fragment shader part, I first defined uA, uP, and uTol, and then used smoothstep to define t, applying a stripes formula to give the OBJ a hatching stripes effect. Lastly, I set up a keyboard control using 'n & N' to toggle the rainbow effect.
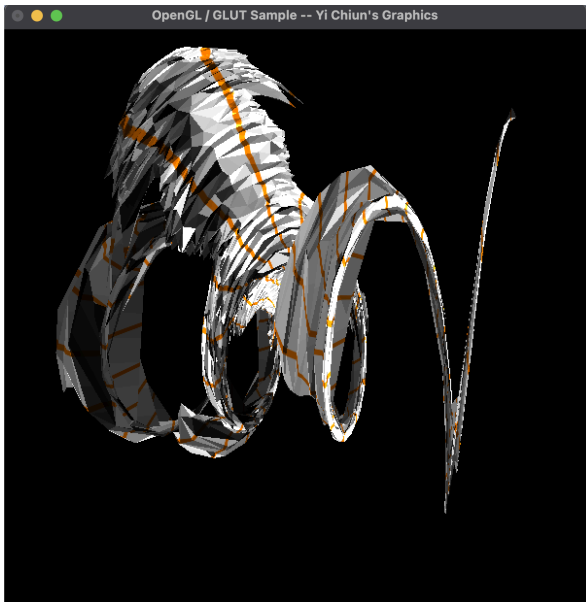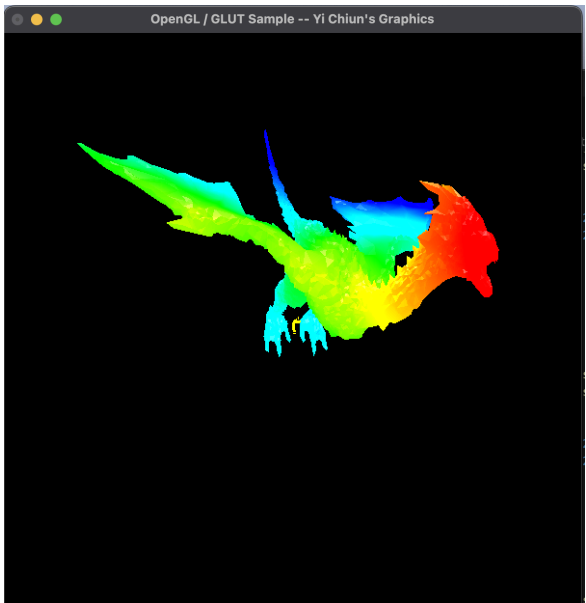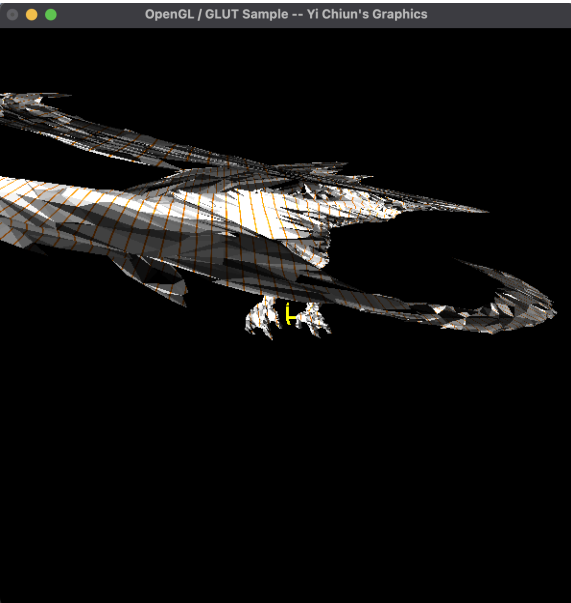
RotateX: RotateZ:
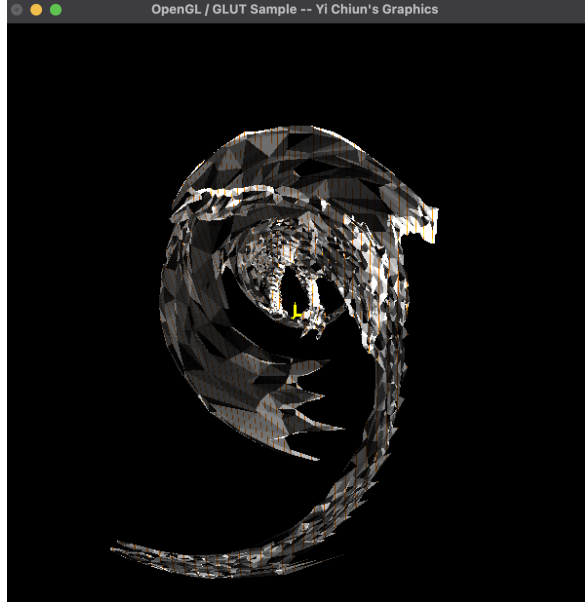
Rainbow: RotateY:

Link: https://media.oregonstate.edu/media/t/1_2bvfyt7n