

Shader Final Proposal

In my final proposal, I want to create a scenario where a meteorite falls to Earth. Upon impacting the Earth, it will affect the surface of the planet. First, I will create two spheres, one large and one small, representing the Earth and the meteorite, respectively. I will then find bmp images of the Earth and the meteorite and apply these to their textures. Following this, the design will focus on the shader. I expect that when the meteorite hits the Earth, the surface will initially show a fisheye-like crater, followed by a shockwave spreading across the entire surface, demonstrating the effect of Bump-Mapping. Finally, I will establish a keytime that continuously loops the meteorite impact, the fisheye effect depression, and the Bump-Mapping effect of the shockwave.

Below is the picture I've provided for what I want to create:

