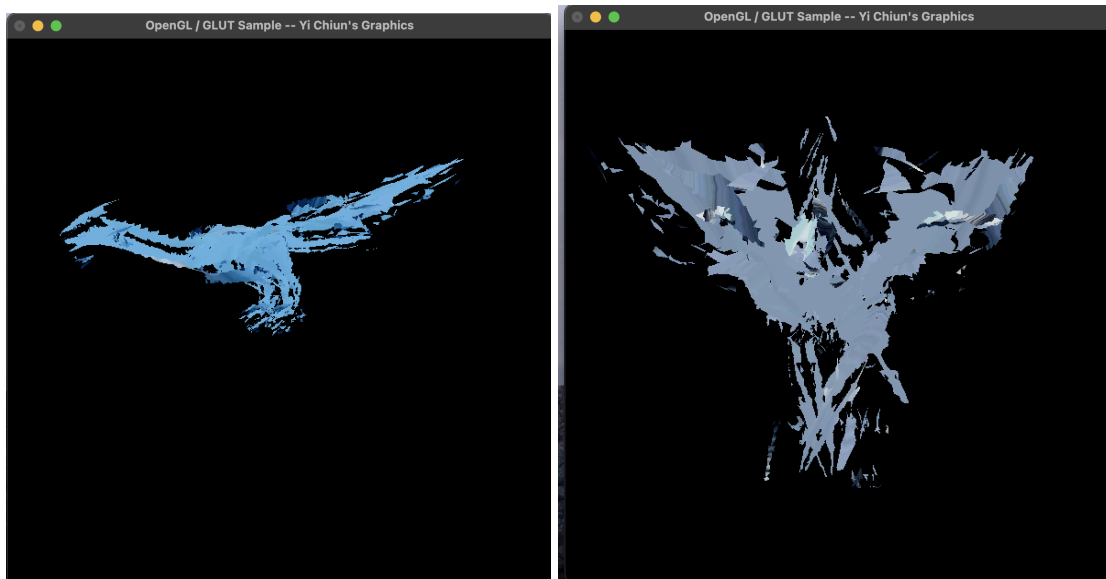


Yi Chiun's Project 6 The Dragon Menagerie Project

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- ☐ In Project 6, I first loaded the dragon OBJ file provided by the instructor. Then, in the fragment shader part, I declared three variables: `uS0`, `uT0`, and `uPower`. I also applied a texture to the shader. I then used a formula to control `st`, achieving the effects of image distortion and image negative. Subsequently, in the vertex shader part, I declared variables `uOffsetS`, `uOffsetT`, and `uBlend`, and manipulated `vST` using a formula to create a morphing effect for the vertices. After that, I combined these elements. Finally, I used `keytime` to input values to these variables, allowing them to loop continuously.



Link: https://media.oregonstate.edu/media/t/1_xbfe9k4v