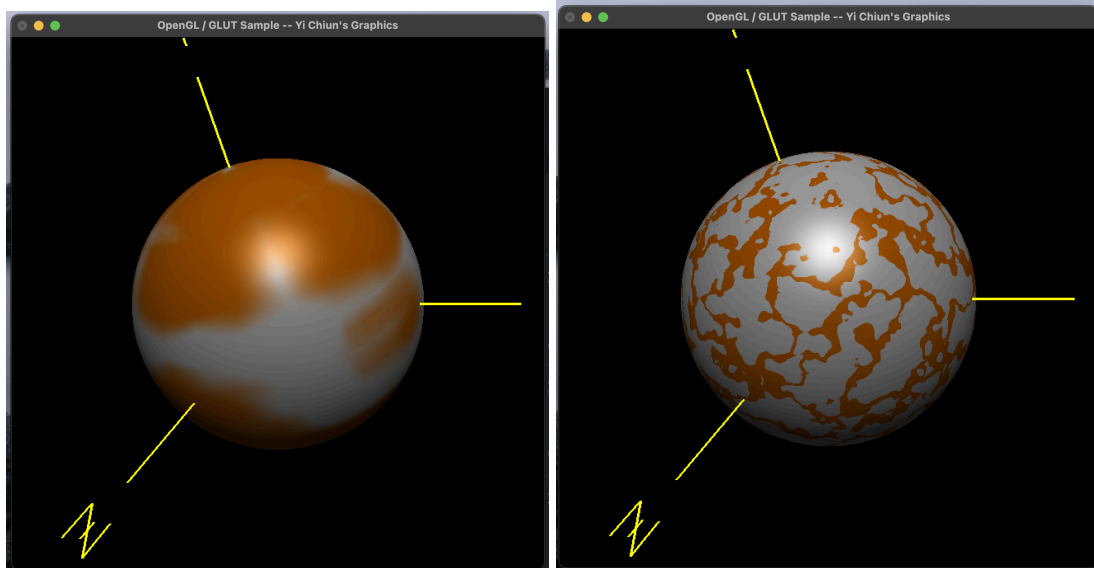


# Yi Chiun's Project 2 Noisy Elliptical Dots

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- ☐ I have made an object for this project: a sphere and many noisy 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, uNoiseAmp, uNoiseFreq, and texture. Then, use the keyboard function to toggle the texture. Besides, create key times and set values, allowing the ellipse to change in size with the progression of key time. And get a noise value by indexing into a noise texture, and projecting the noise texture on the shader. Finally, use smoothstep() this function blends between the ellipse and non-ellipse areas.



- ☐
- ☐ [https://media.oregonstate.edu/media/1\\_8xugi7nc](https://media.oregonstate.edu/media/1_8xugi7nc)