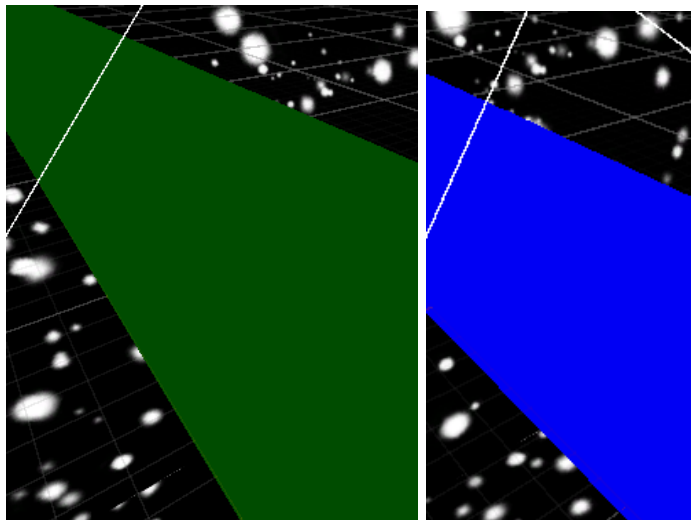
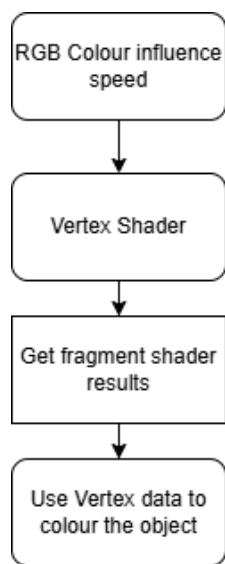


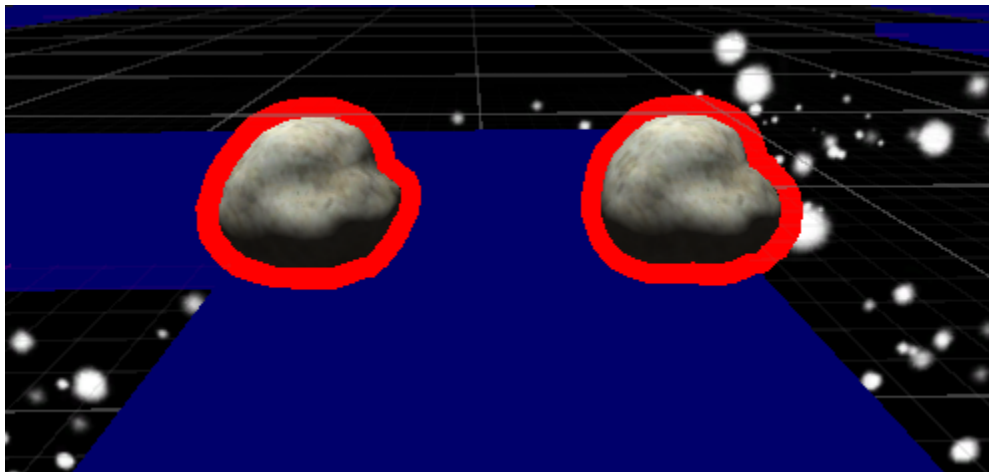
Daniel Barbier
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Intro to Computer Graphics
1350U

Vertex Colouring:



The vertex coloring was done with a sine wave to scroll through colours, it has 3 different types of scroll speeds depending on which RGB value it corresponds to, for example, the blue channel would be mixed with the red channel a little later, this is done to achieve a more “rainbow effect”.

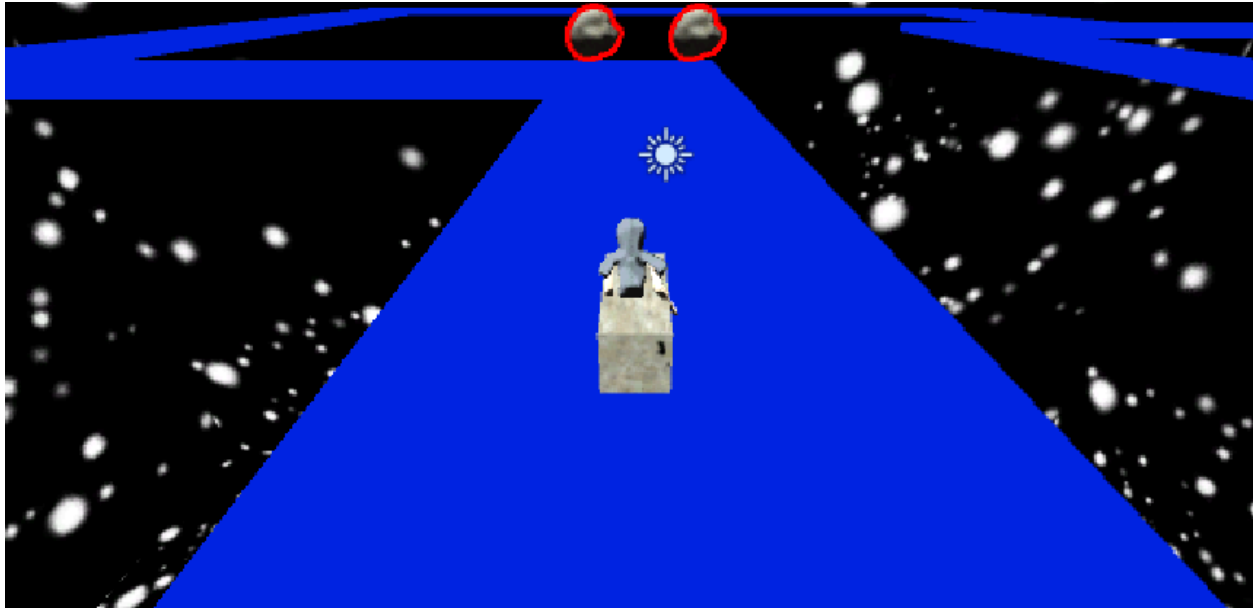
Outlining:



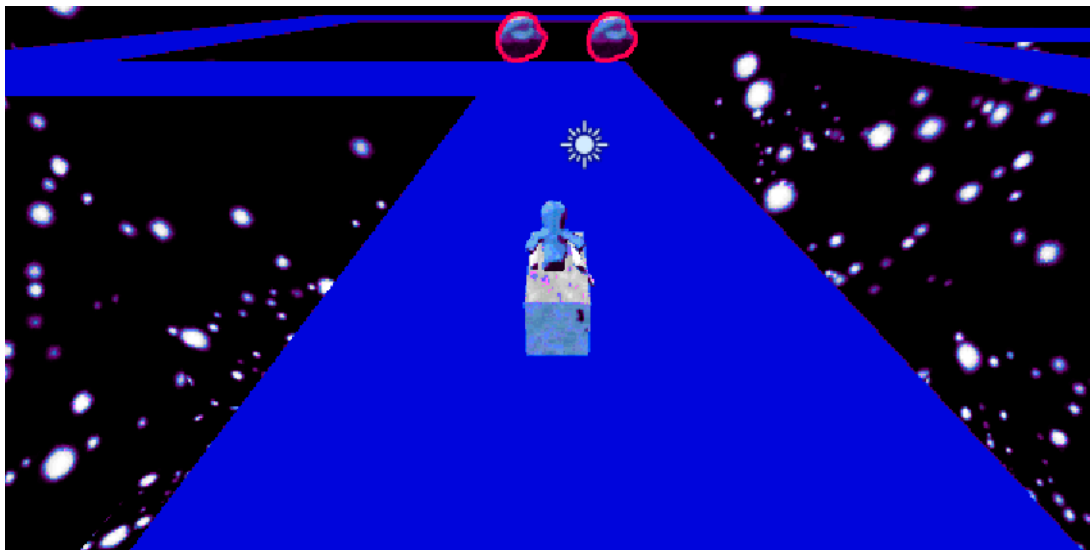
The outline shader is made by turning the ZWrite on and taking the vertices XYZ multiplying the vertexes normal by the outline width, this was done so that it would be easier to see obstacles ahead.

Colour Correction:

Before:

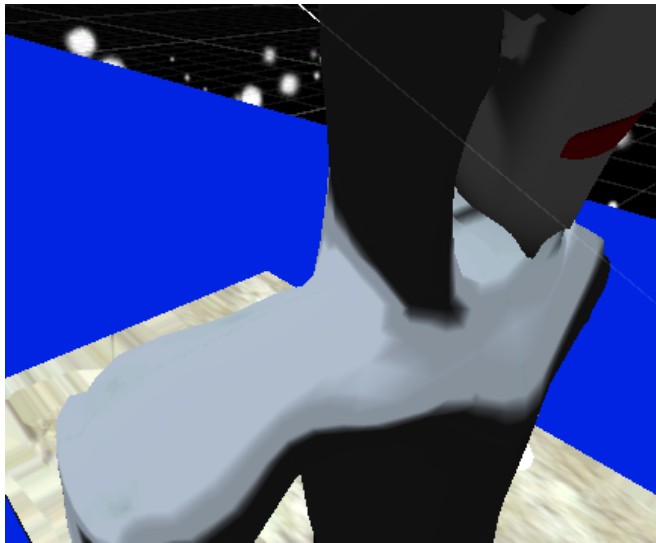


After:



A color correction shader uses a LUT map to influence how much colour to correct it by, it uses the fragment shader to draw onto the material which the camera references and based on how the LUT map was edited it would correct it, this is done to add more variety

Toon Shader



A Toon shader uses a custom lighting equation where it gets the where it will draw shadows with a toon ramp texture, based on the ramp colours it will adopt where the shading shape and influence.