Shader Justification

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https://github.com/Ethan-Schledewitz-Edwards/PunchOut

Note- For reasons unknown to me, the flag shader does not work in the build. However, it does work in the Unity 6 Editor.

Flag Wave Shader Justification

For this project, I chose to implement a waving flag shader to mimic the large flags that are often found in crowds during high stakes sporting events like boxing matches. I think that this enhances Punch Out graphically by adding more movement to the normally static looking crowd.

Wave shader diagram

T = time
Spd = Speed
Pos = Vertex position
Freq = Frequency
Amp = Amplitude

Shader

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Vertex {

Sin(T * Spd + Pos * Freq) * Amp

}
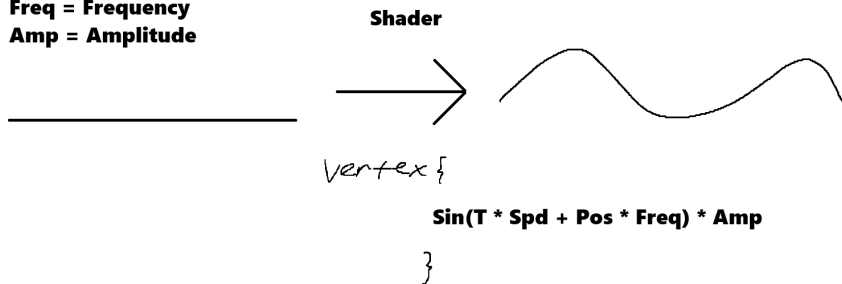
Color Grading Justification

In Punch Out, when Little Mac gets hit, it should be more apparent for feedback purposes. I think that flashing the whole screen a shade of red would be a good way to alert the player that they have been hit.

Press space to toggle the LUT on and off.

Normal Colors:

Red flash colors: