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Project #6: Shaders

- A description of what you did to get the display you got:

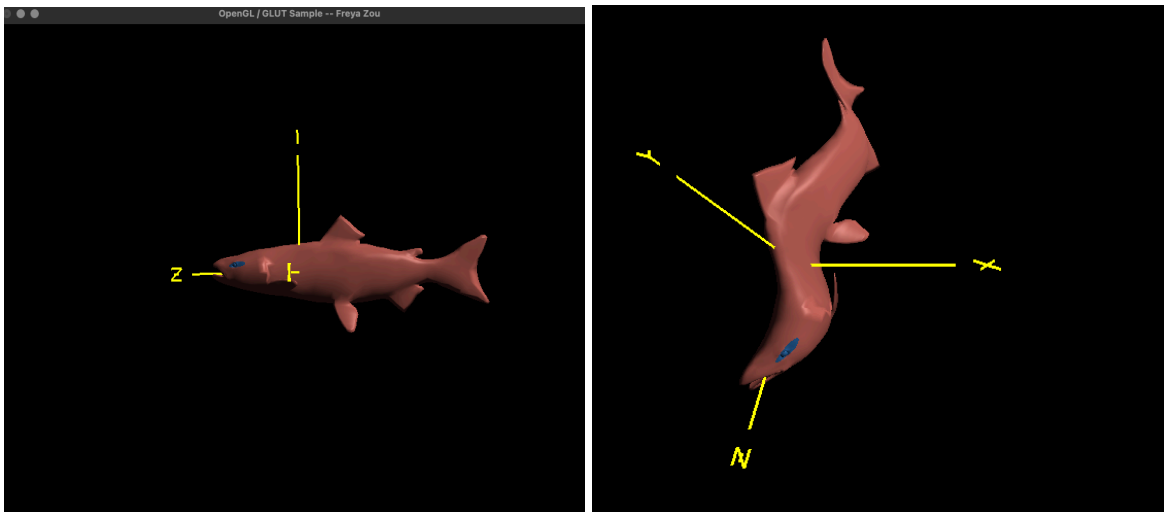
I imported the salmon.obj file and implemented a swinging animation for the salmon. The amplitude, speed, and frequency of the swinging motion can be adjusted by using the keyboard:

Press **W** to increase the amplitude, **E** to increase the speed, and **R** to increase the frequency.

Press **T** to reset all parameters to their original values.

Additionally, I customized the salmon's appearance by giving it blue eyes. This was achieved by modifying the salmon.frag and salmon.vert shaders to distinguish the eye region from the body and apply a gradient color to the rest of the fish. I also made sure the Per-fragment lighting was used.

- A cool-looking screenshot from your program



- The link to the [Kaltura video](https://media.oregonstate.edu/media/t/1_r8s6q257) demonstrating that your project

https://media.oregonstate.edu/media/t/1_r8s6q257