

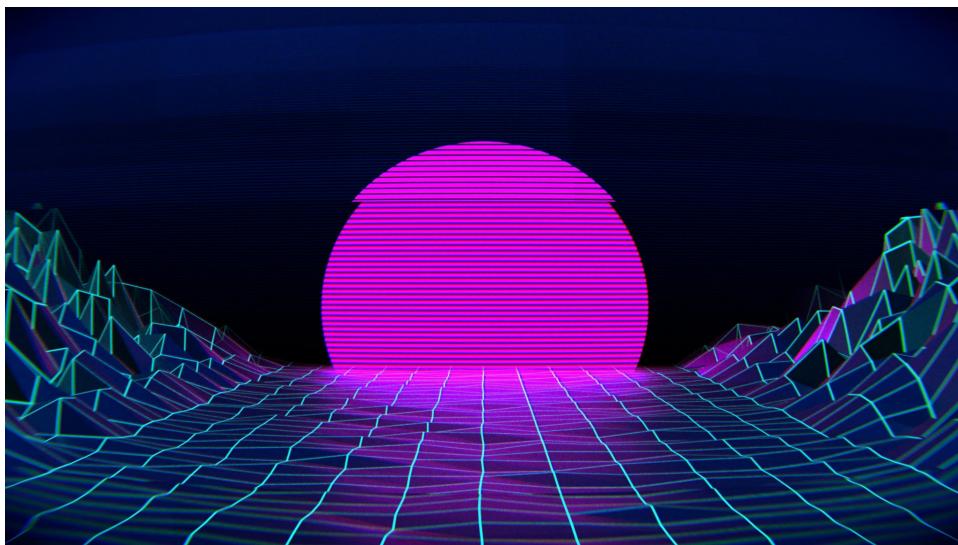
CS 457 - Final Project Proposal

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Proposal:

For my project I'd like to make use of cube-mapping as well as lens effects and image distortion to create a vapor-wave or retro-esque landscape using GLMAN. The idea for the project is based on images such as this to create a bizarre representation of what people thought the future would look like.



Most landscape pictures that people use make use of a grainy or classic TV like filter that covers the whole landscape to sell the effect. So I figured that messing with that to find a way to make that grainy effect appear regardless of where the camera is looking would be a fun way to try something new while also using some of the knowledge we learned with projects 4 and 5.