Final Project UML overview Global Texture Pass (vs) -> Bind a flat simple texture - Output: Positon, Texcoord (ps) -> Display Cube with face textures + Input: Position, Texture - Output: Texture on Cube CrossFade (PS) Chowder **Bloom Scene Pass** Cubeseption **Distortion (ps)** (vs) -> Create cube (vs) -> Bind texture in clip space (vs) -> Bind a flat simple texture (ps) -> Oscillates between - Output: Position, Normal, Texcoord, - Output: Position, Texcoord - Output: Postion, Texcoord (ps) -> Distorts image in a wave Global texture and solid color pattern (ps) -> Viewport on Cube to show + Input: Texture (ps) -> Create small rotating cube + Input: Texture (ps) -> Display Cube with face textures texture + Input: Postion, Texcoord + Input: Position, Normal, Texcoord {Functionality: change between + Input: Position, Texcoord {Functionality: changes UV over time} two textures over time} {Functionality: Sets up texutre to be {Functionality: creating a texture from a {Functionality: Texture to clip space while - Output: Viewport Texture with bloomed} only visible with selected view port} - Output: a Viewport texture of a rotating cube} distortion texture->color fade - Output: Viewport Texture - Output: Viewport Texture in clip space - Output: Viewport Texture **Bright Pass** (vs) -> Bind texture from prev + Input: Sampler - Output: Position, Texcoord (ps) -> Hightlight and Darken selected Colors + Input: Position, Texcoord {Functionality: Highlight slective colors} - Output: Brightend Texture **Blur Pass** (vs) -> Bind texture from prev pass + Input: Sampler - Output: Position, Texcoord (ps) -> Mix Pixels together to create Blur + Input: Position, Texcoord {Functionality: Blur adjacent pixels together} - Output: Sampler **Display Pass** (vs) -> Bind texture from prev + Input: Sampler - Output:Position, Texcoord (ps) -> Takes weighted avg of bright and blur outputs + Input: Position, Texcoord {Functionality: Mixes the bright pass and blur pass} - Output: Sampler **Final Display (VS) Final Display (GS) Final Display (PS)** (ps) -> Create Cube (gs) -> Recognizes faces (ps) -> Outputs textures on faces + Input: Cube, gl_Position + Input: points/triangle + Input: Position, Texcoord, sampler2D, triange_strips {Functionality: Creates a square {Functionality: Creates a square faces of a cube using the faces of a cube using the {Functionality: Binds a different triangles} triangles} textures to each face of the cube} - Output: triangle_strip & - Output: Cube with Geometry - Output: Display Final Cube max_vertices Shader