CS-562 Project5 Assignment Report

jinhyun.choi / Jinhyun Choi

For this assignment, I mainly implemented Non-Photorealistic Rendering and hand-drawing style vertex noise.

This is the instruction for each feature's implemented code files or line numbers.

1. Non-Photorealistic Rendering:
    - In shaders file - lightStage - 297 ~ 335 line.

2. Hand-drawing style vertex noise:
    - In shaders file - gBuffer.vert - 19~35 line.

+) It takes a little bit taking time to start the project. Because I used a high polygon obj file of the Bunny model.

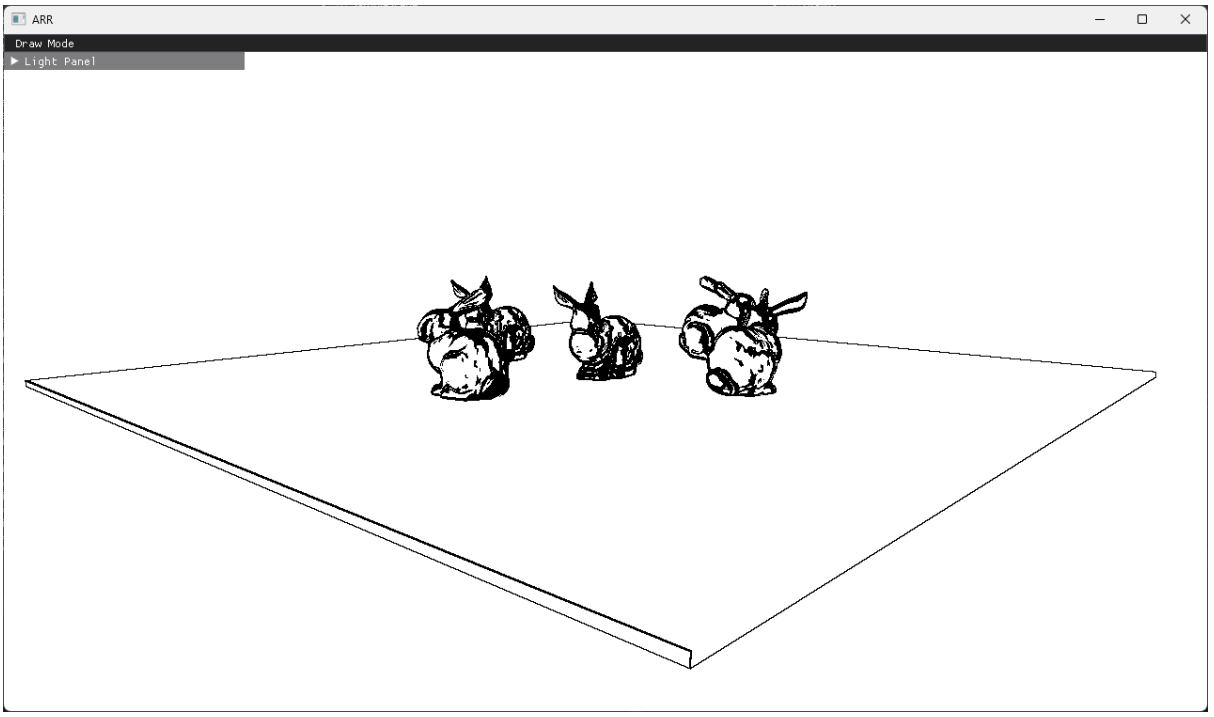
+) I set only the x64 version.

Implementations:

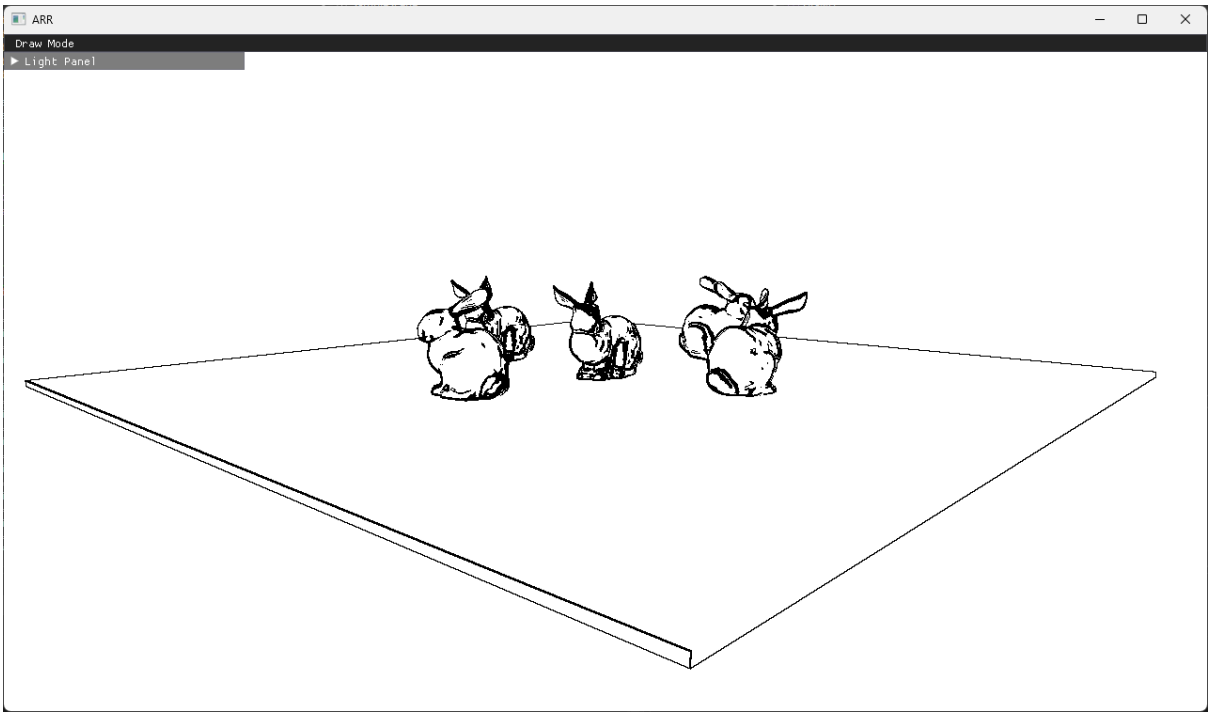
- Non-Photorealistic Rendering
- Hand-drawing style vertex noise

Non-Photorealistic Rendering:

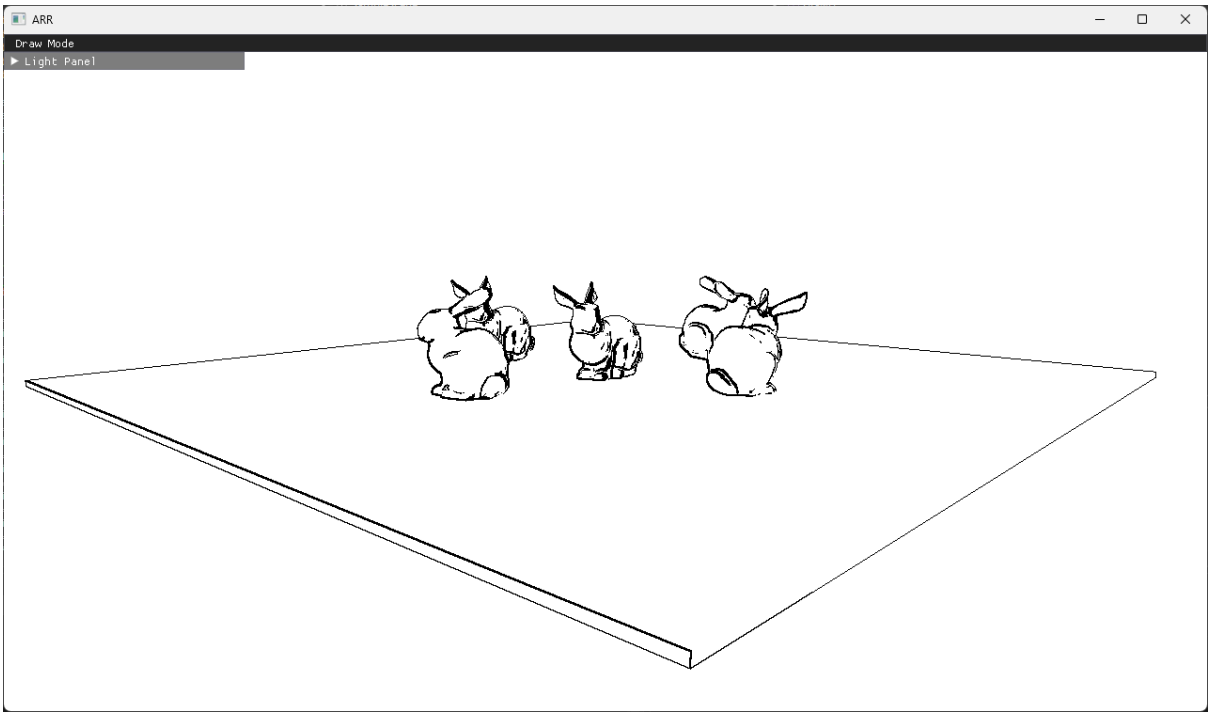
1. *Threshold Value: 0.3*



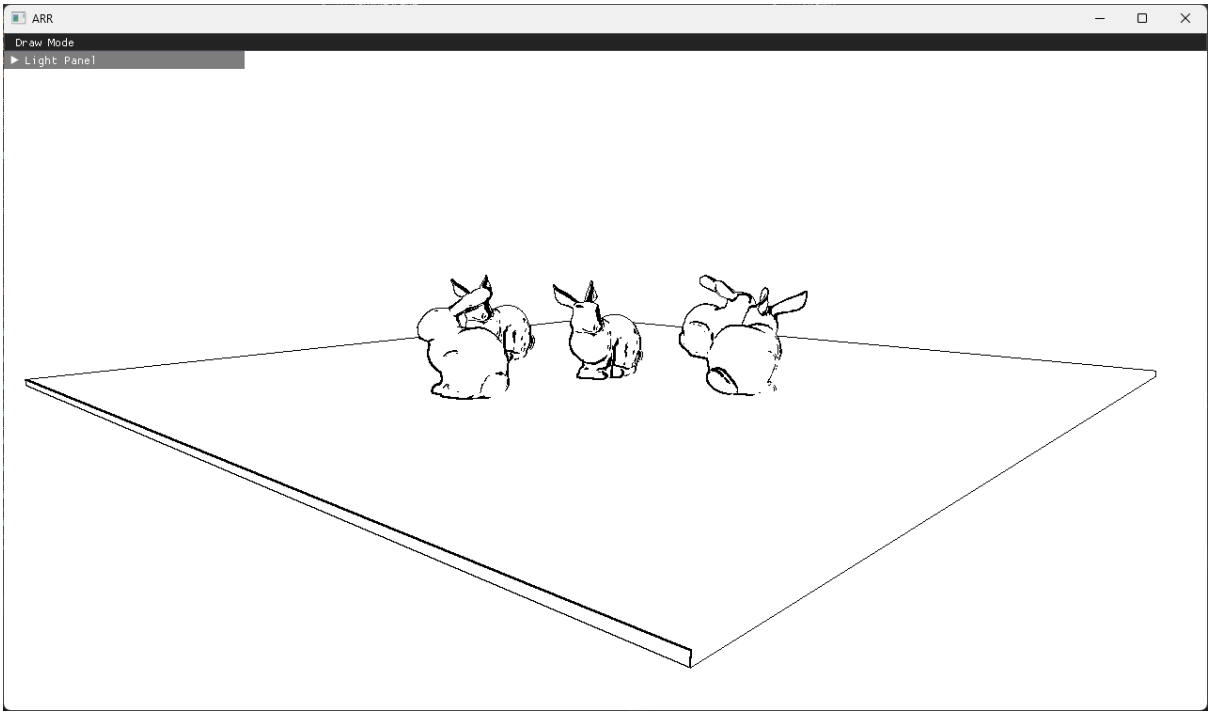
2. *Threshold Value: 0.5*



3. *Threshold Value: 0.7*

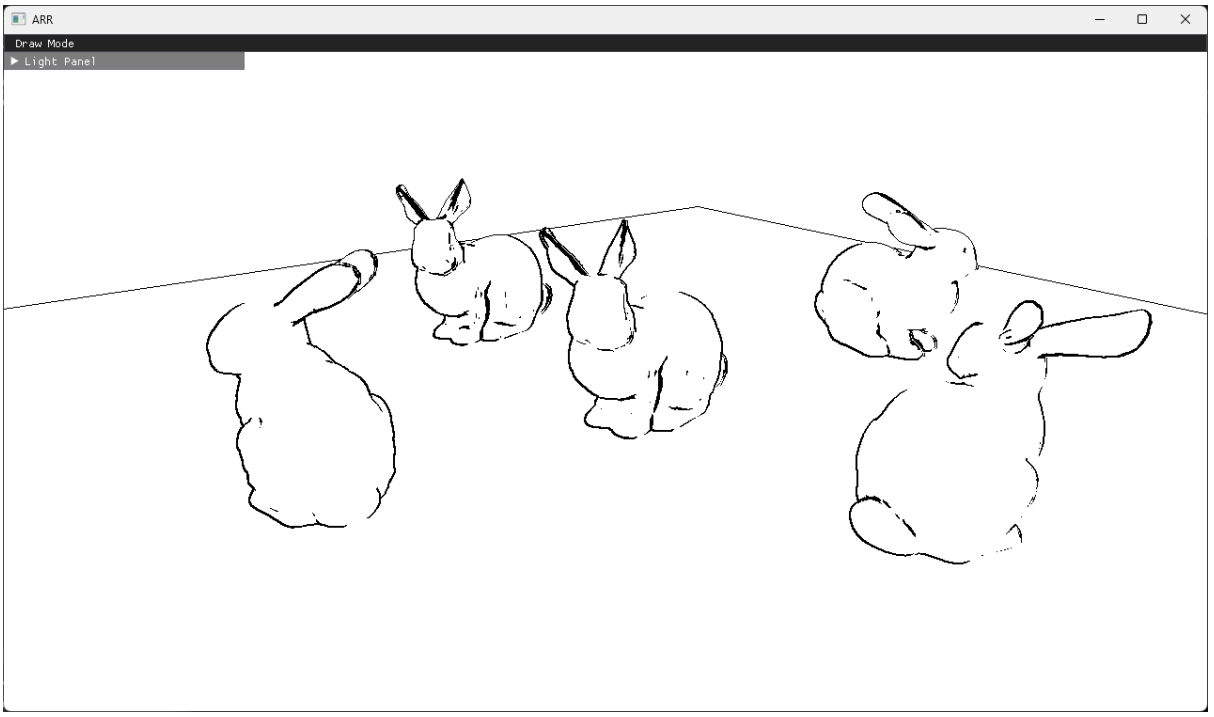


4. *Threshold Value: 0.9*

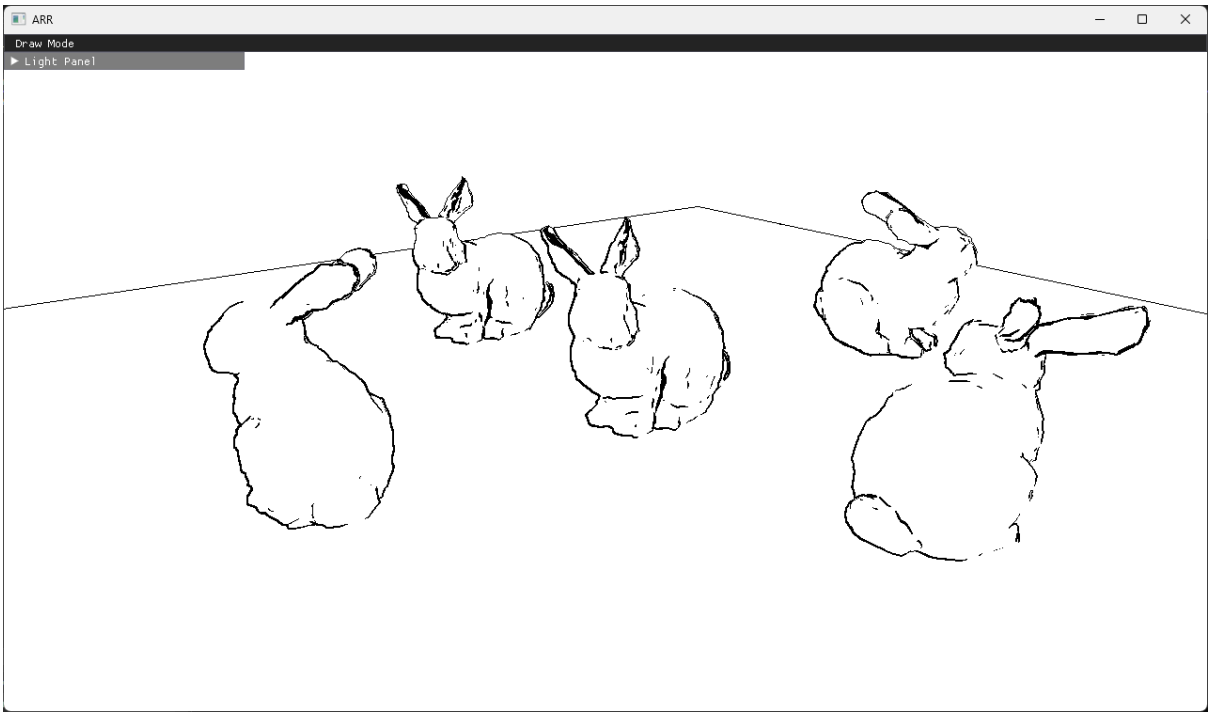


Hand-drawing style vertex noise (base Threshold 0.9):

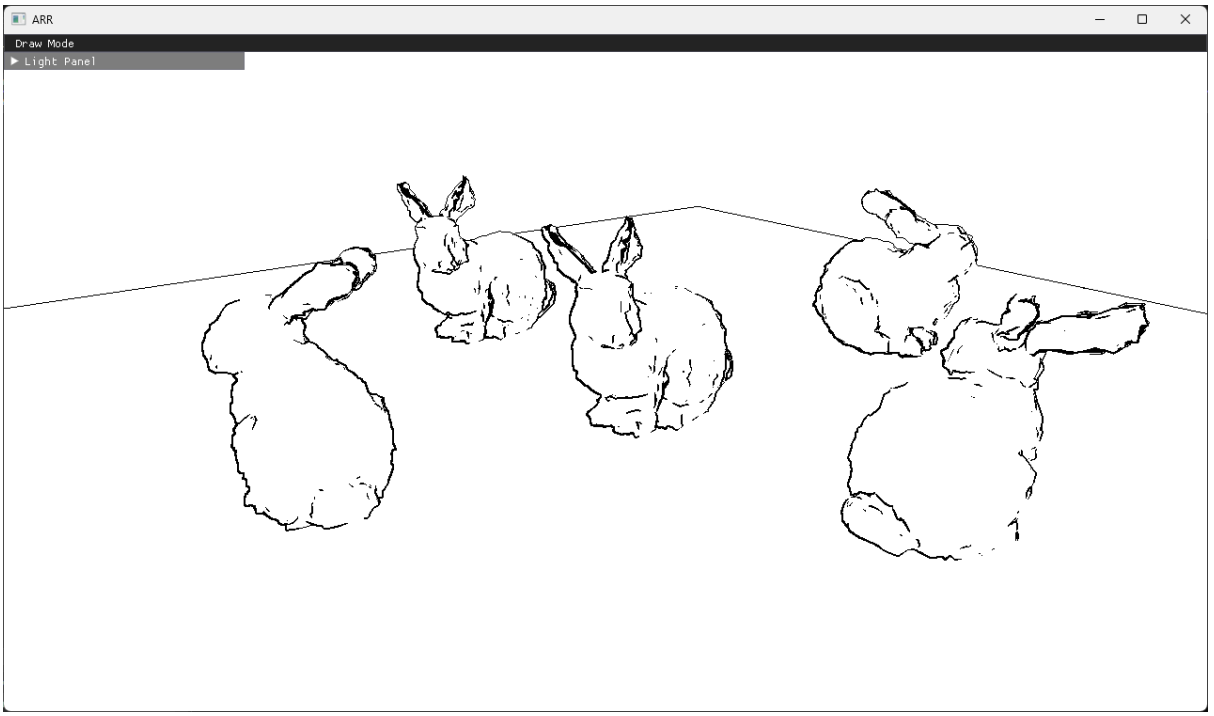
1. *Noise Intensity:0.0:*



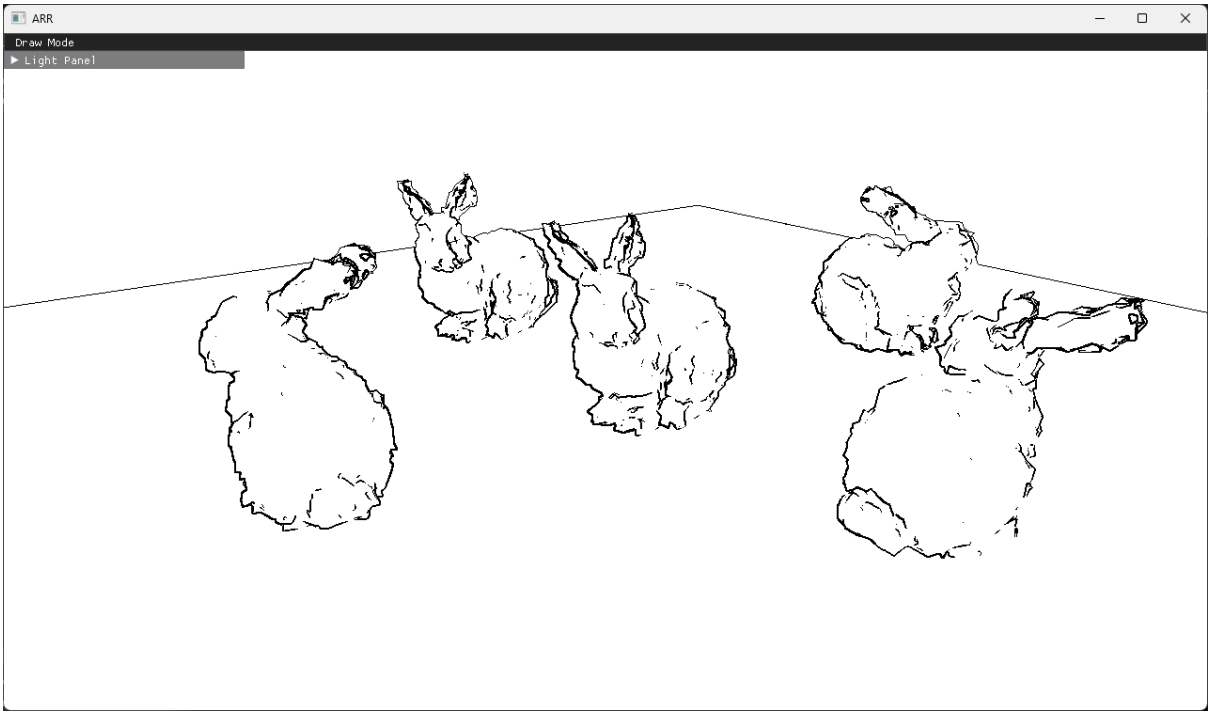
2. *Noise Intensity:0.0025:*



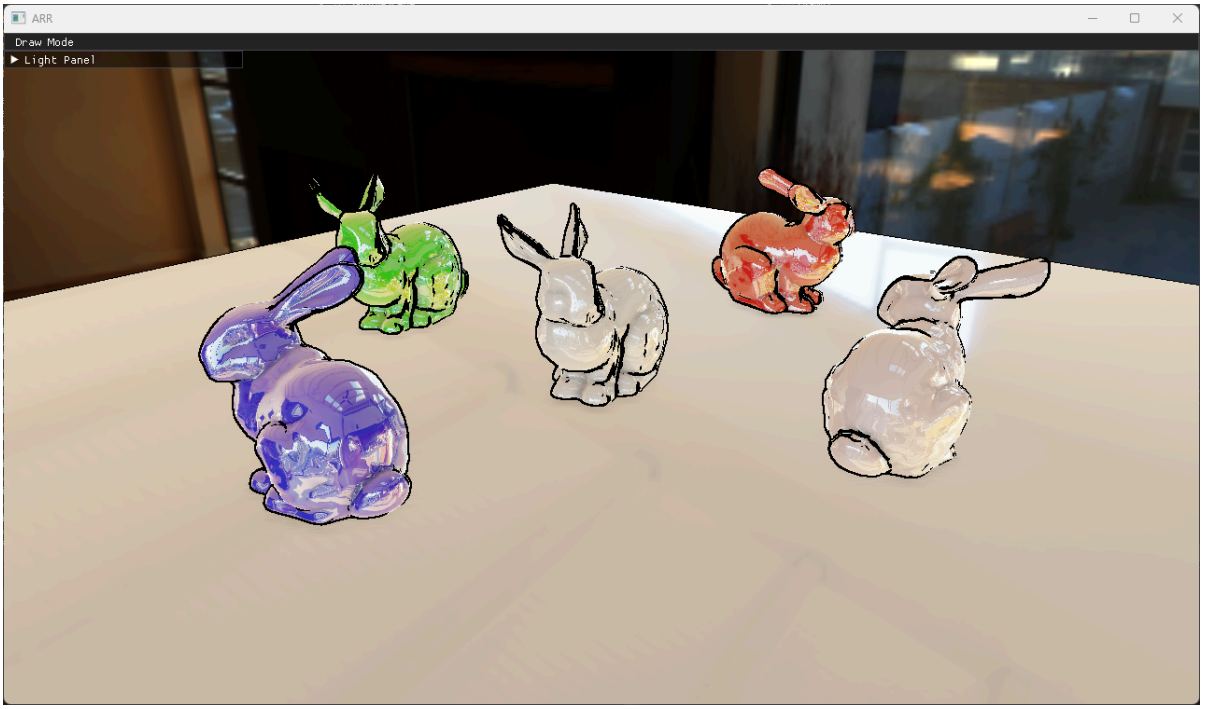
3. *Noise Intensity:0.0045:*

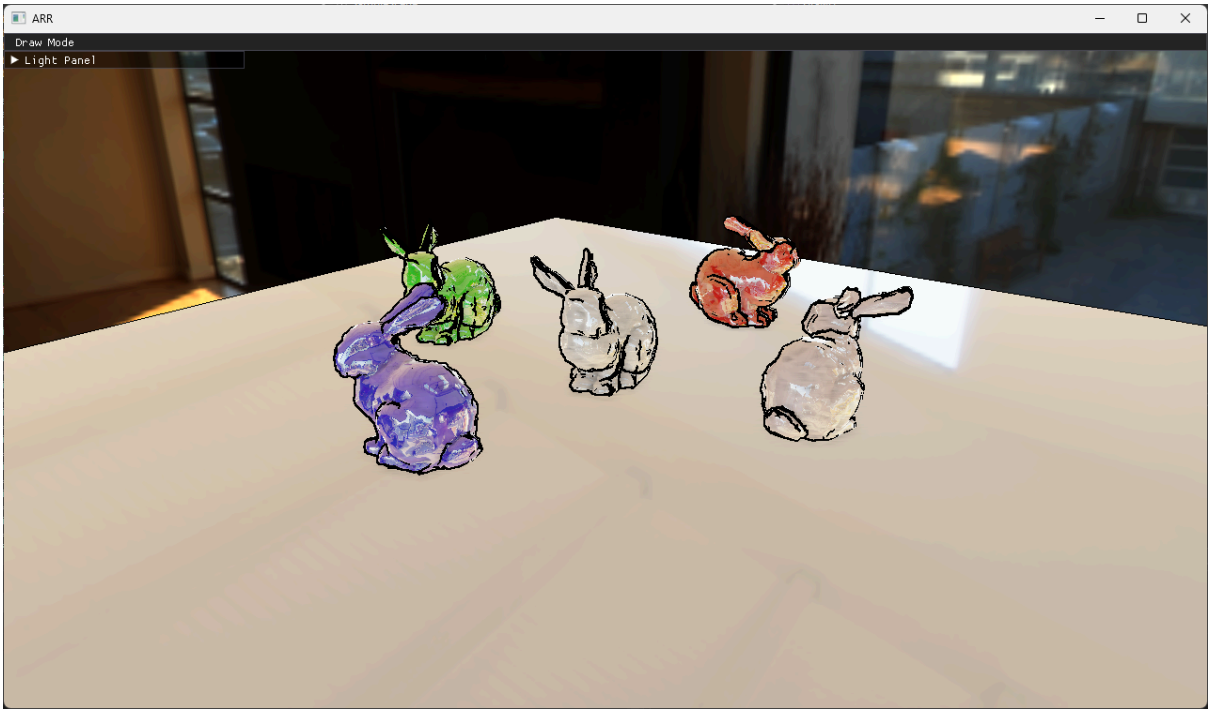


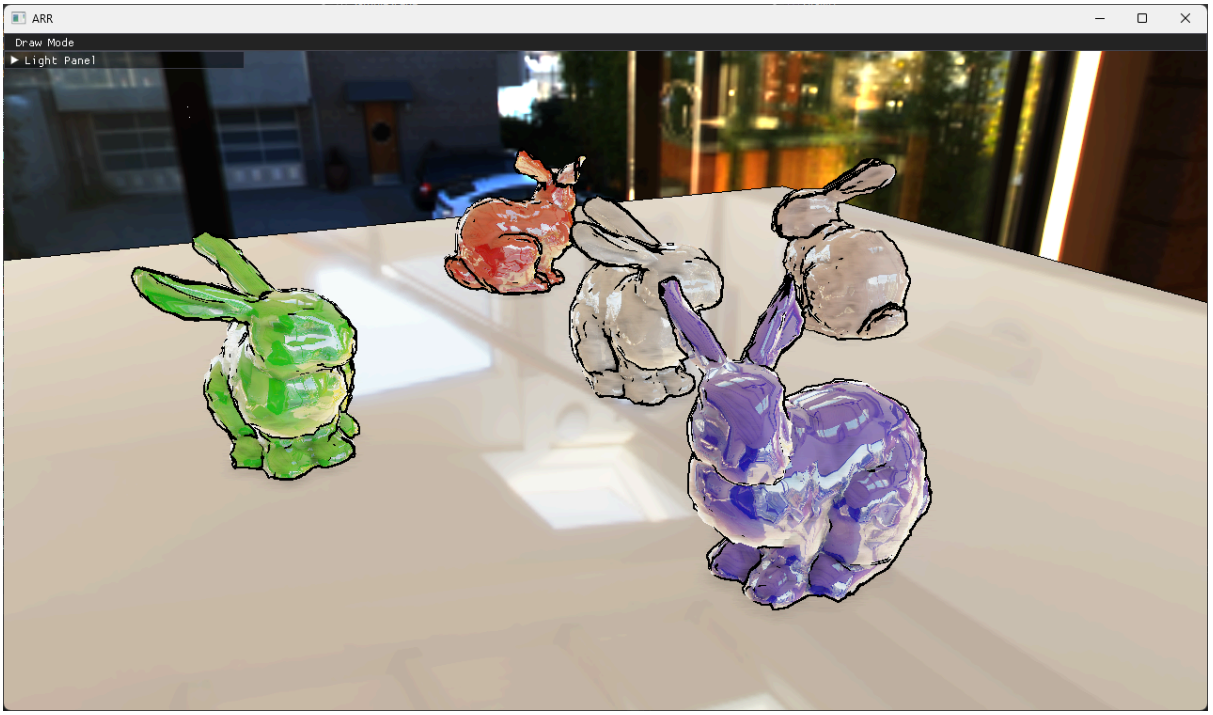
4. *Noise Intensity:0.007:*



Fun Result (IBL + AO + Non-Photorealistic Rendering + vertex noise)




ARR
Draw Mode
▶ Light Panel


ARR
Draw Mode
▶ Light Panel