

# CS - 550 - Intro to Computer Graphics

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## Project - 6

Project Name : Shaders

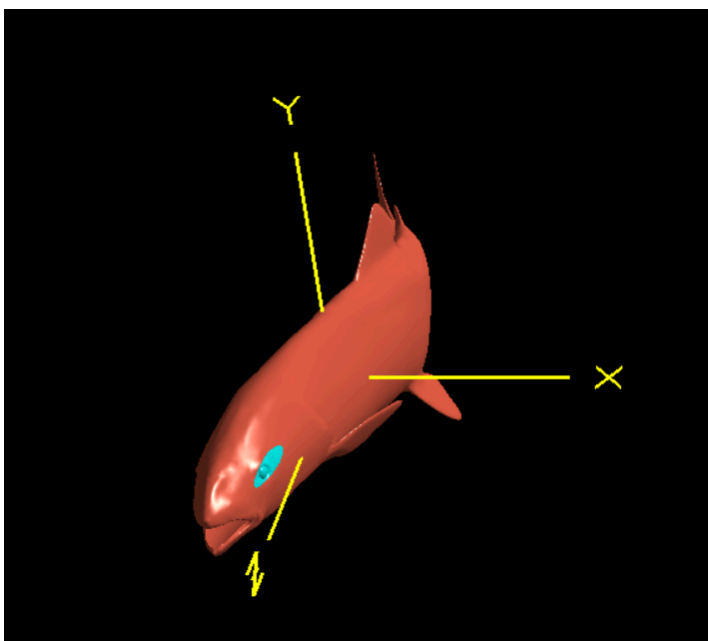
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Description : In this project I have created a salmon by using fragment and vertex shaders and I have made it wiggle to show that it is swimming using the sine function inside the vertex shaders. I have also used the void keyboard() function to change the amplitude, speed and frequency of the wiggling. I have used fragment shaders to create a shading patch on the left eye of the fish.

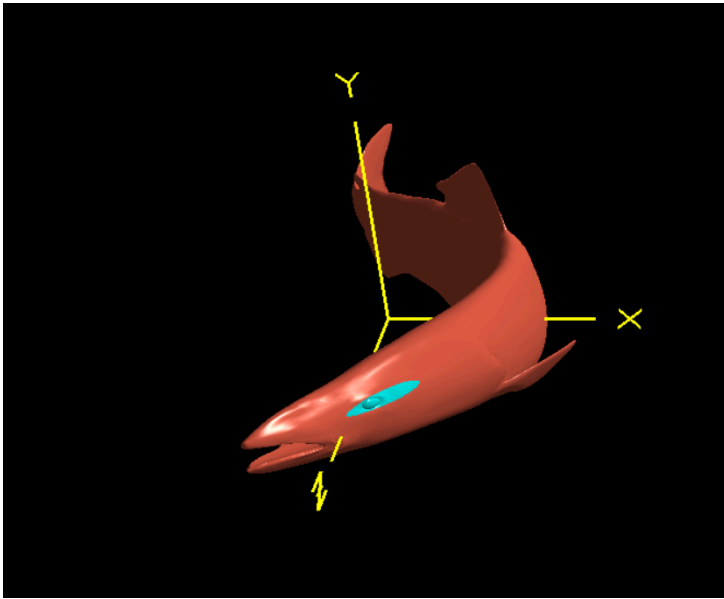
To be convinced I can see that salmon is wiggling and I can see the per fragment lighting, I can change the amplitude, frequency and speed with the help of keyboard inputs. Left eye shading as well.

Screenshots :

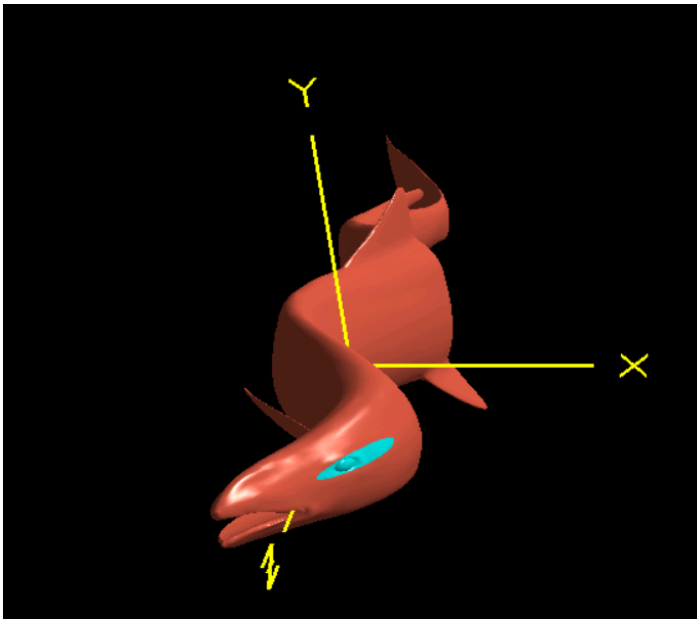
Normal :



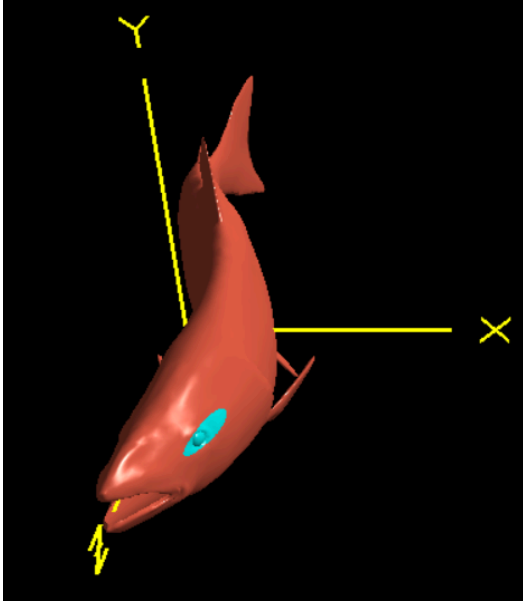
Change of Amplitude



Change of Frequency



Change of Speed :



We cannot actually see the change of speed in the screenshot which is obvious but we can see that in the video.

Video Link : [https://media.oregonstate.edu/media/t/1\\_byodwozs](https://media.oregonstate.edu/media/t/1_byodwozs)