
Final Project

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Kevin Wu x 2

Melting Shader -Kevin T. Wu

- Solid mesh to Liquid-like state.

- “Temperature” based simulation (but not really).

 - if (temp > melting point) {

 - melt(); //mesh melts

 - };

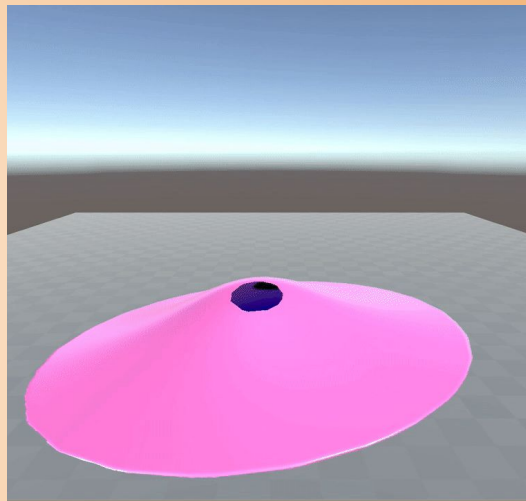
- Mostly vertex displacement with noise

Melting Shader 2!!!

<http://diary.conewars.com/>

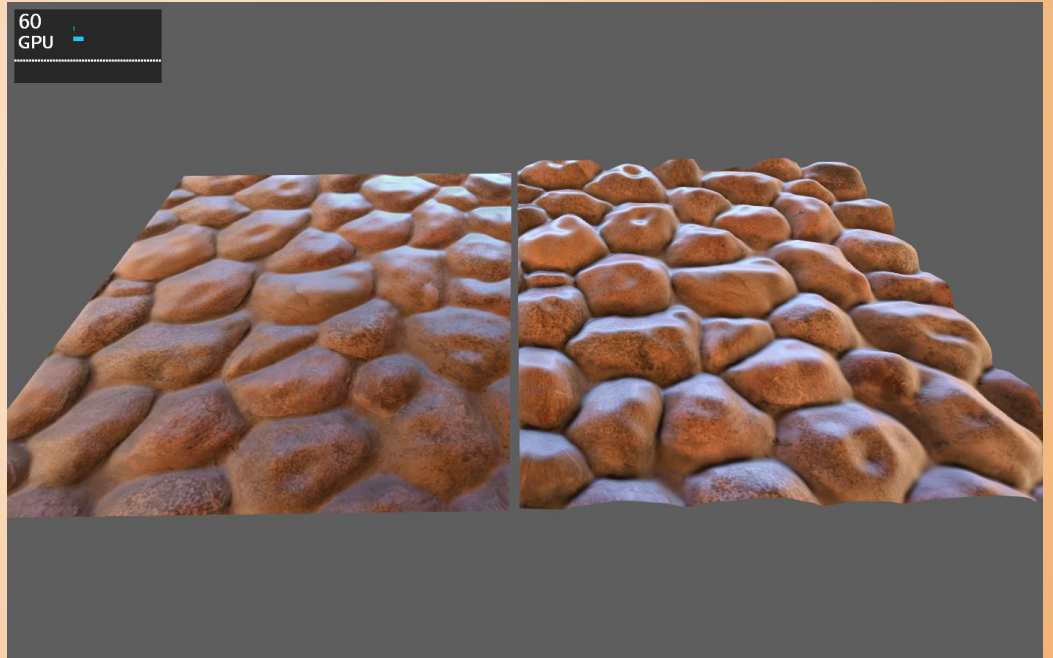


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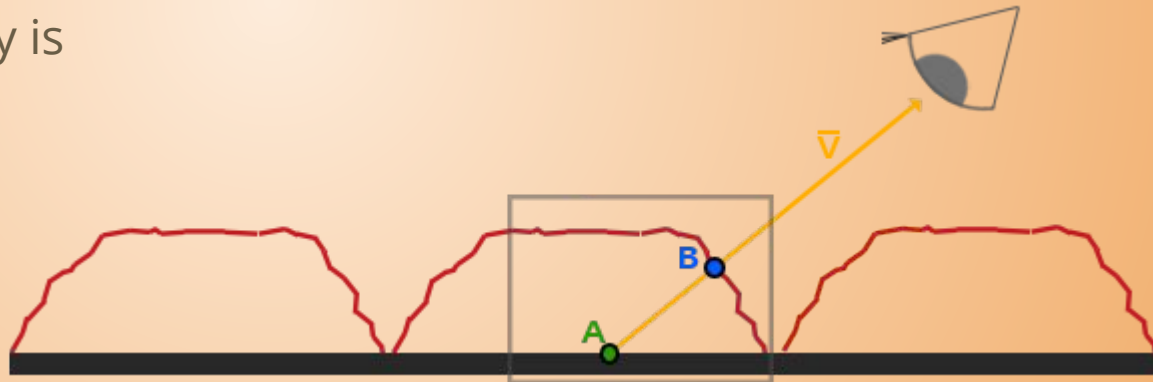
Parallax Mapping -Kevin Wu

- Parallax Mapping is an enhancement of other bump mapping techniques.



Parallax Mapping -Kevin Wu

- Parallax Mapping works by altering the texture coordinates so that a fragment appears higher or lower than it actually is based on the view direction and height map.



CRT Render Texture Shader - Joseph Sandmeyer

- Using <https://docs.unity3d.com/ScriptReference/RenderTexture.SetGlobalShaderProperty.html>

RenderTexture.SetGlobalShaderProperty

SWITCH TO MANUAL

```
public void SetGlobalShaderProperty(string propertyName);
```

Description

Assigns this RenderTexture as a global shader property named propertyName.



- To achieve a surveillance CRT. E.g. Five Nights at Freddy's.
- The texture is rendered in real time from a camera in the scene

Translucent/transparent Cartoon Shader - Shuo En Li

Translucent shader

(Reference:

<https://forum.unity.com/threads/translucent-translucency-shader.150788/>)

Combine phong lighting with translucency so it reacts to light.

Also add in the toon effect, by assigning the diffuse values within certain range to one single value.

(Reference: Professor Angus's code)

This is Jelly Fresh from Splatoon



How our scene will be put together

Either a:

- Beach Scene
- Research Laboratory