

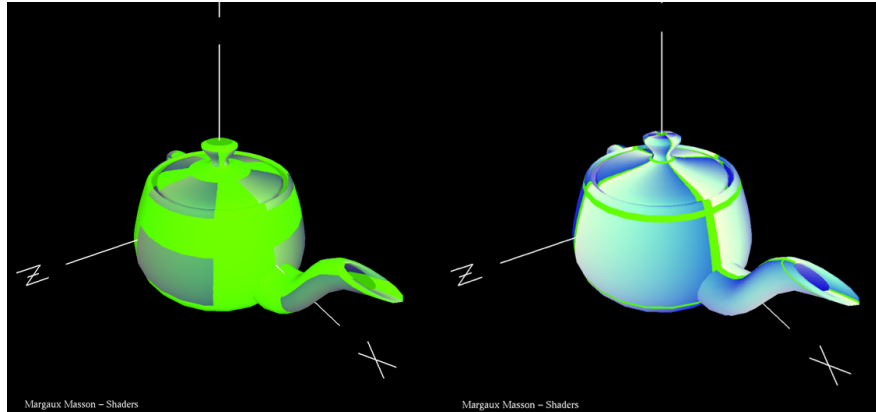
Project #5 CS 550

Shaders

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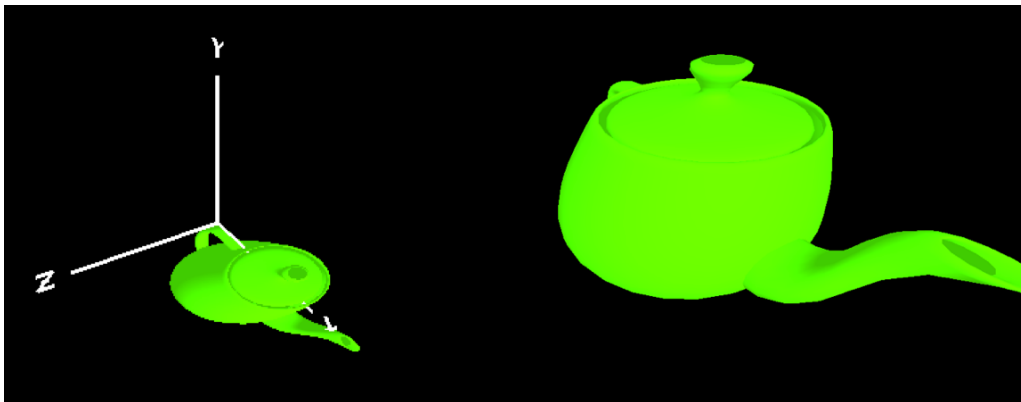
Link to the video: https://media.oregonstate.edu/media/t/0_sq2a6h96



Fragment shaders' animation

Color according to the coordinates :

```
myColor=vec3(uTime,uTime/10,0.2);  
myColor=vec3(vST.s*uTime,vST.s*uTime,uTime);
```



Vertex shaders' animation (shaking & distortion & moving)

I used the vert.x, vert.y and vert.z to create this animation which is a deformation of the teapot.

How to use the keys :

'b' : Animate fragment and vertex shaders

'f' : freeze/de freeze both fragment and vertex shaders

'F' : Animate only the fragment shader

'V' : Animate only the vertex shader