

Geometry Shaders for Quantizing 3D Geometry: The LegoTM Project

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1 Screenshots

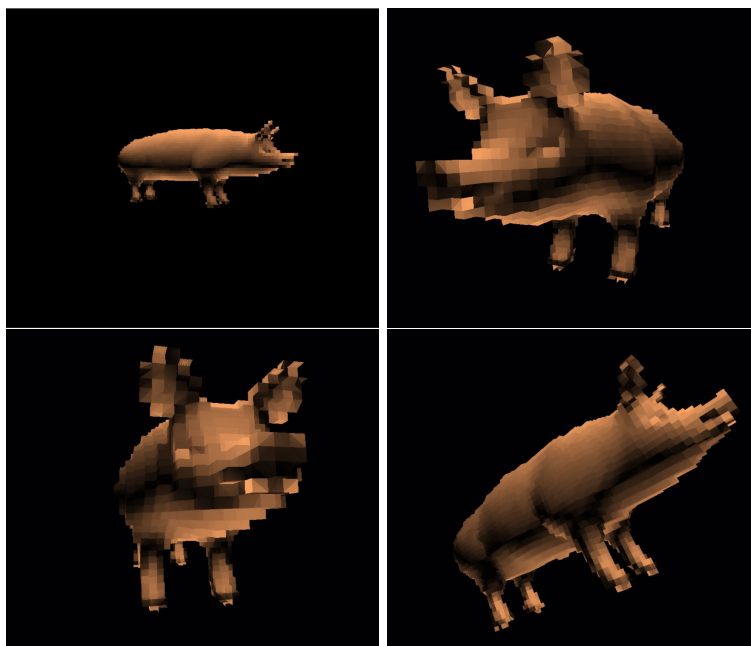


Figure 1: Lego Effect on 3D Pig

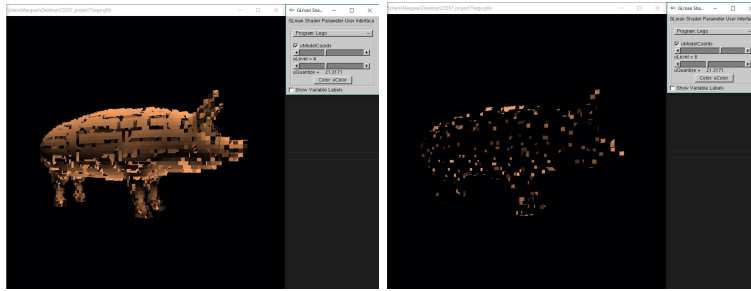


Figure 2: Modifying uLevel

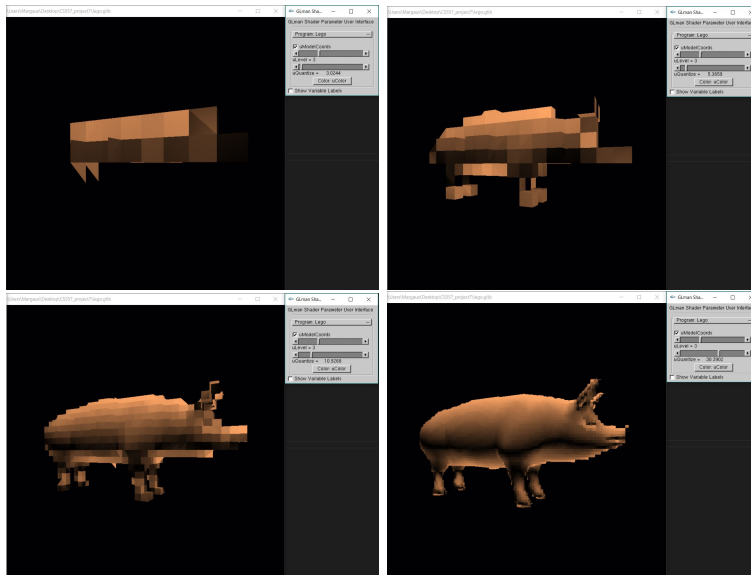


Figure 3: Modifying uQuantize

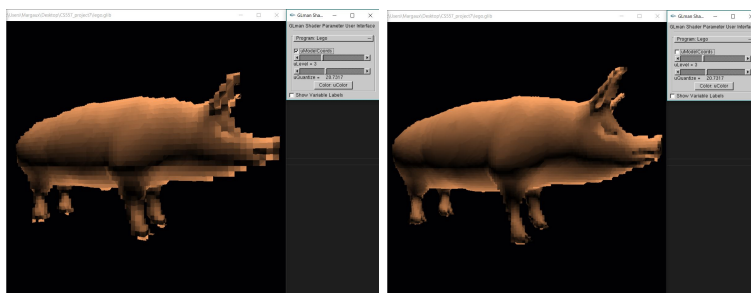


Figure 4: Switch between model coordinates and eye coordinates

2 Link to the video

https://media.oregonstate.edu/media/t/0_wyqyxfp6