

PROJECT #1

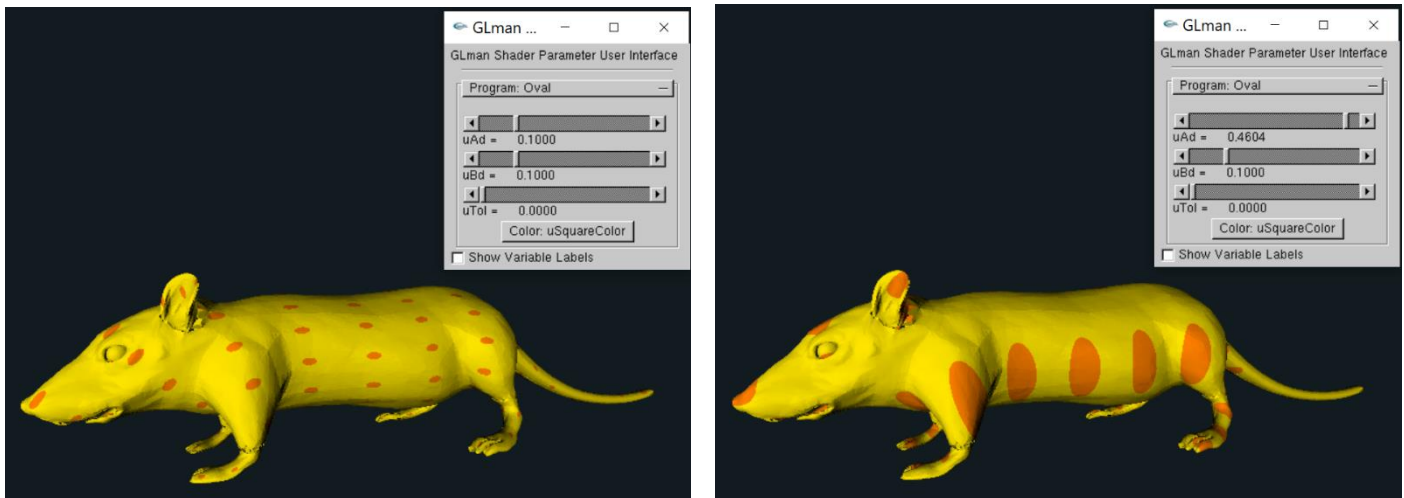
STEP- AND BLENDED-EDGED ELLIPTICAL DOTS

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Class : CS 457 – Winter 2020
Due : January 15, 2020
Link : https://media.oregonstate.edu/media/t/0_972tllov

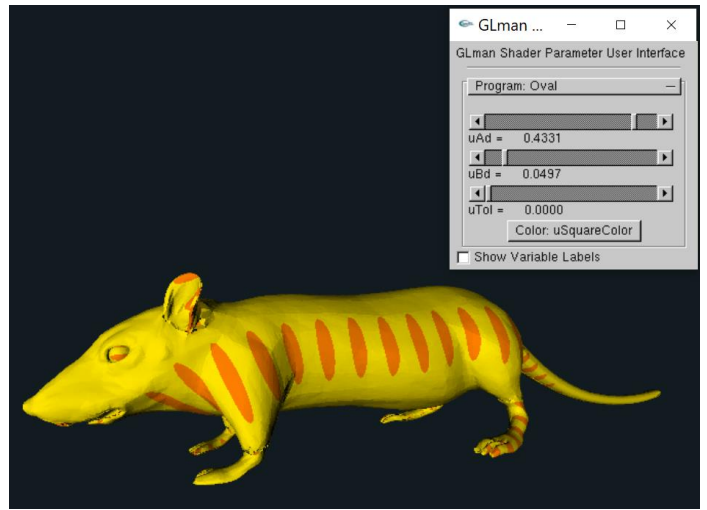
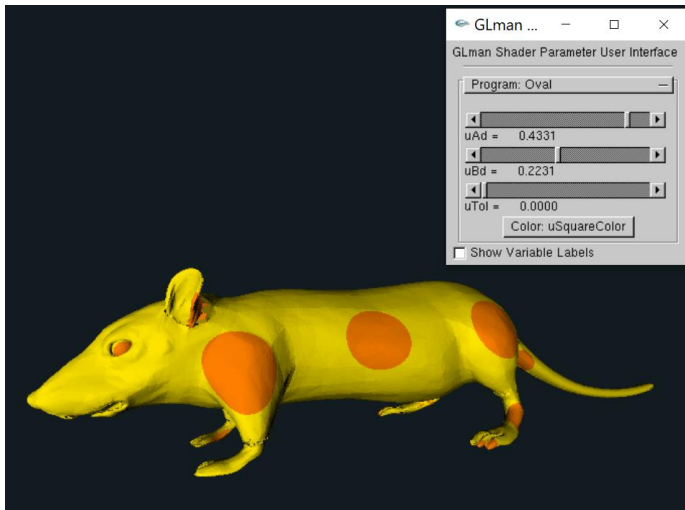
→ Requirement

- You have seen the "theme-object" posters in the CGEL. Now it is your turn to achieve everlasting fame!
- Do the coolest thing you can think of to a scene with at least one rat in it.
- If you want to use the GLSL API, we will cover it soon, but you should start prototyping with glman now. If you need to know the API before then, come see me.
- The intent of this project is to do something different from what we have done before. Stringing together ellipses, noise, displacement-mapping, bump-mapping, and cube-mapping using the exact code you already have is not acceptable.

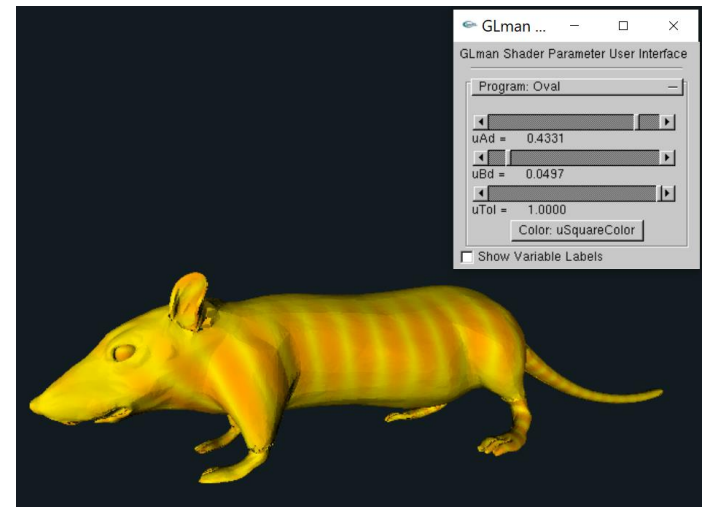
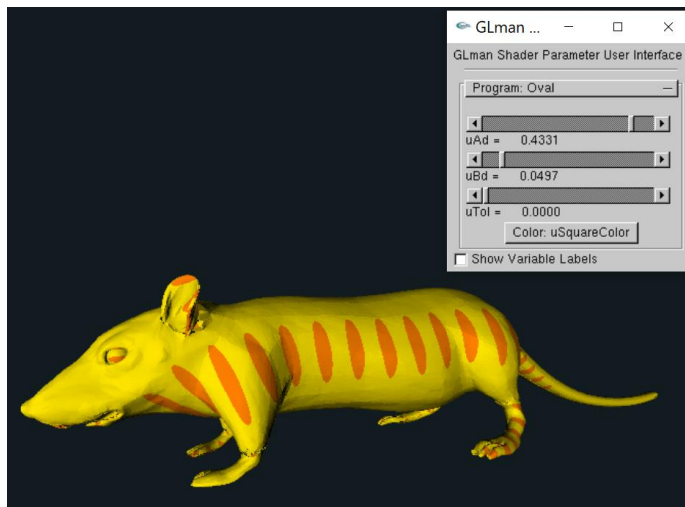
For our first project of the term, I choose to use "ratH.obj" that is provided from class-web as my object. Here, I provide several screen shoots of the project:



The Image above shows the changes in the value of uAd



The image above shows the changes in the value of uBd



Lastly, the image above shows the changes in the value of $uTol$. As we can see there on the second image, as the value of $uTol$ goes up, the blurrier (more disperse) our orange circle on the mouse will be.