

Reflection: Today's class was very interesting and we got to play around with shaders that I think will be very useful for future projects. I especially think the stencil shader will be very useful moving forward. The only real difficulties I ran into came in the form of unity version differences causing some shaders to behave differently than expected. Other than that the shaders were surprisingly easy to implement and tinker with, making them ideal for future projects.

<https://github.com/MaxFreya42/CG-Oct-31st-Activity>

Example images below.









