

CS 5610 Final Project

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I implemented a configurable shaderpack in Minecraft. Features:

- High quality, filtered shadow mapping which has been snapped to texels for a uniquely immersive appearance.
- Basic colored shadows are working great.
- Improved emissive blocks that work nicely with shadows.
- Certain foliage waves around with the "wind" (also works well with shadows).
- Bloom for emissives.

Requirements to run:

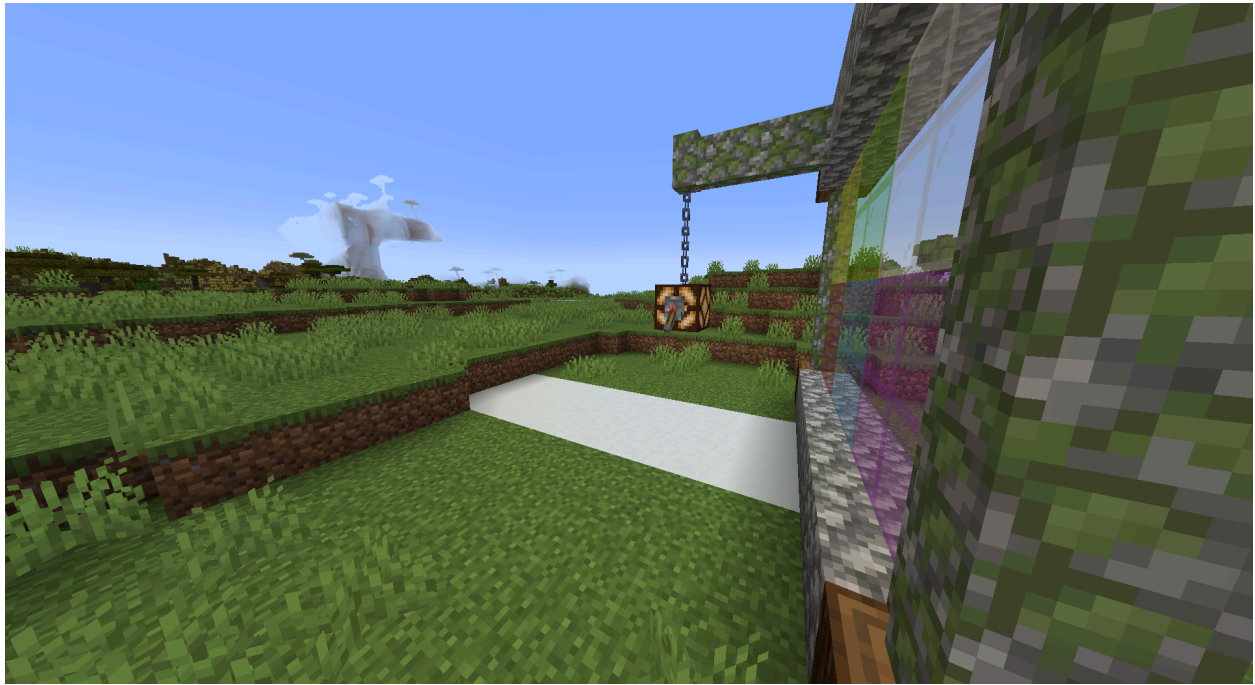
- Minecraft 1.21 + Fabric Mod Loader (I use version 0.16.12)
- Iris Mod (loads shaderpacks, I use version 1.7.3)

How to run:

The zipped source code is, itself, the "compiled" project! Simply drag the zip file into the **shaderpacks** folder of your Minecraft instance, then select the pack from the Iris in-game menu.

[The next page shows my shader in action.](#)

Vanilla:



With my shader:

