

CS184-Milestone

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Project Summary

- Cel shader
 - Non-photorealistic rendering
 - Intend to make 3D graphics look flat
 - Less shading colors
 - No color gradients
- Cel shading for colloids
 - Smoke, vapor, clouds

Progress

- Basic cel-shader for solids
- Shader experiments
 - “Graftal” shading technique
 - Shadow-mapping
 - Silhouettes

(Hopeful) Plans

- Cel-shader for colloids
- UI to change parameter values
 - Show different shading results
 - Color cutoff values
 - Outline
 - Light values
 - Changes in real-time