

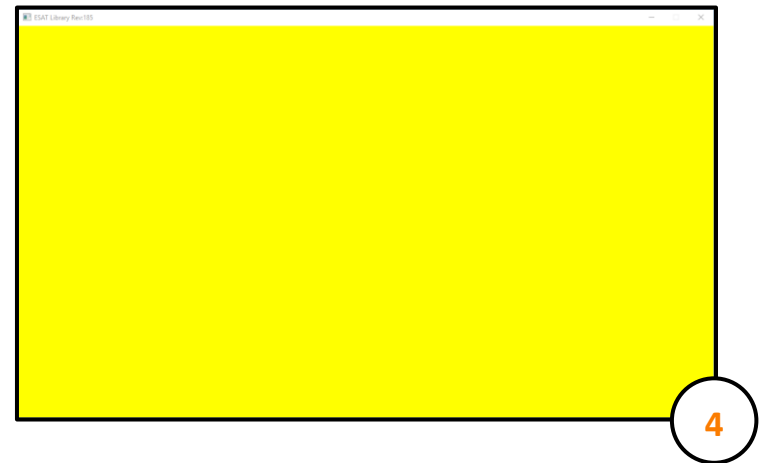
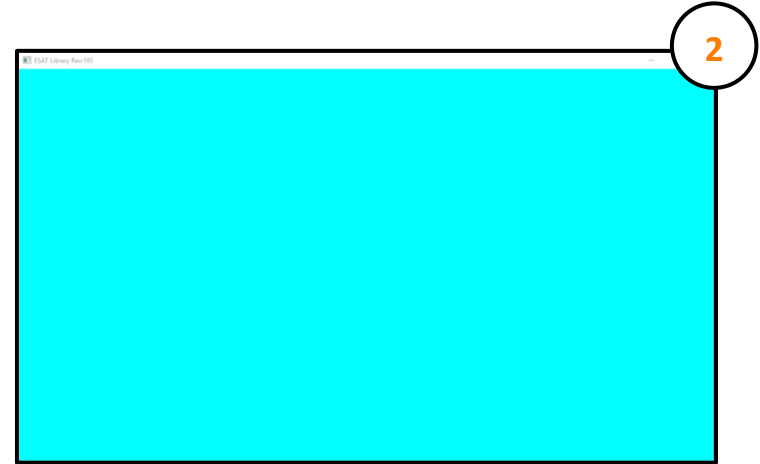
01. Ejercicios de *shaders* para GPU

Escuela Superior de Arte y Tecnología (ESAT), Valencia

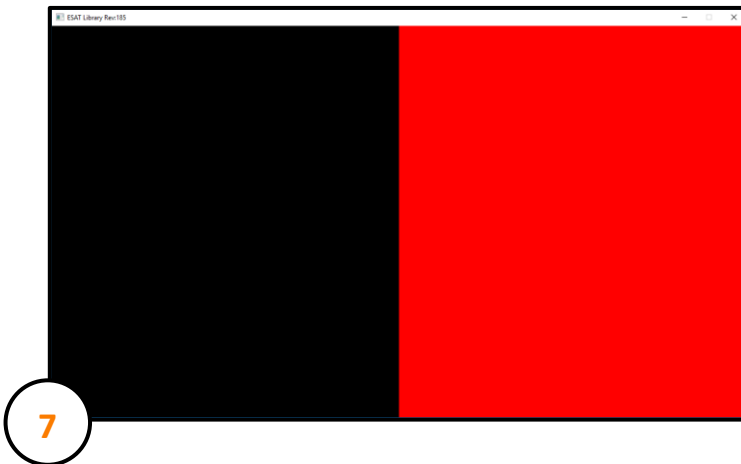
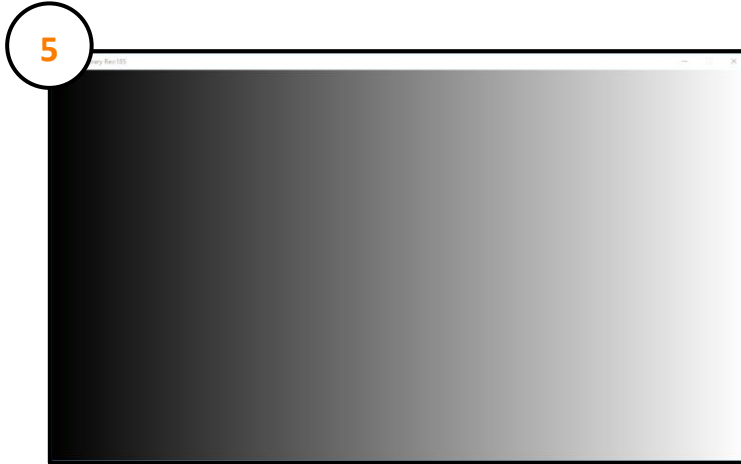
Iván Sancho

- > Tareas de *fragment shader*
- > Tareas de *vertex shader*
- > Tareas de *vertex* y de *fragment shader*

1. Tareas de *fragment shader*

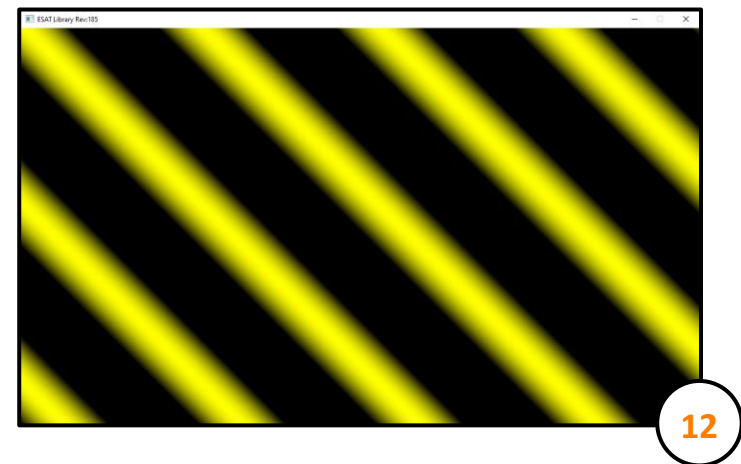
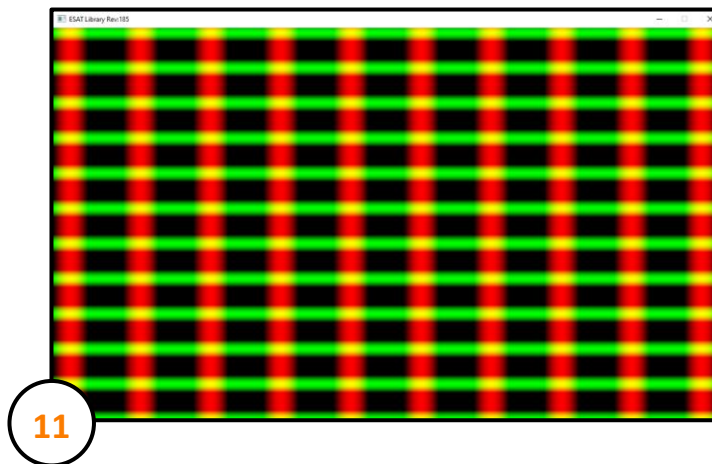
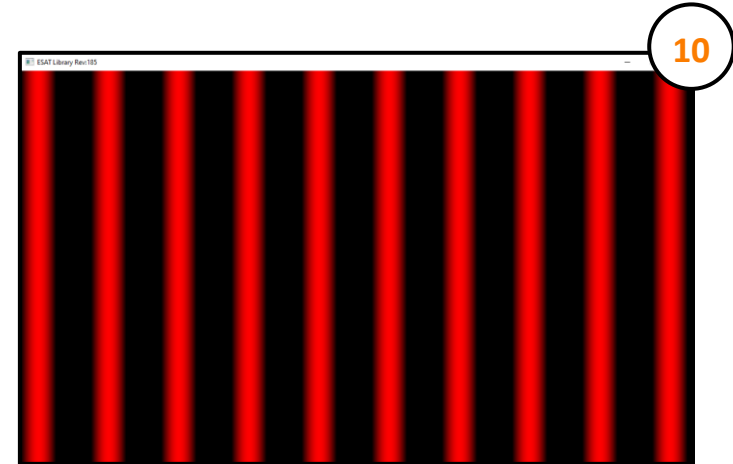


1. Tareas de *fragment shader*



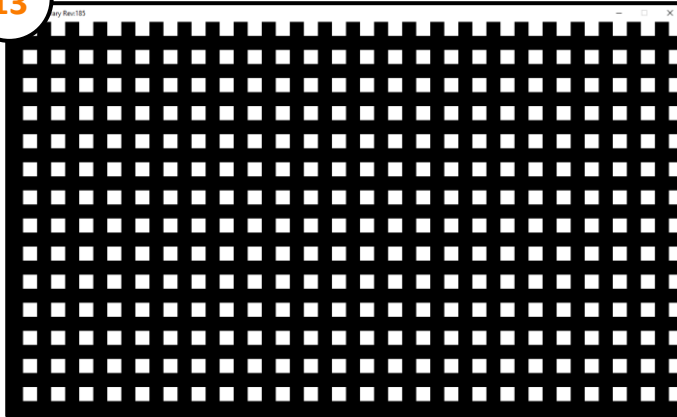
> El 7 pero sin emplear ninguna condición "if".

1. Tareas de *fragment shader*

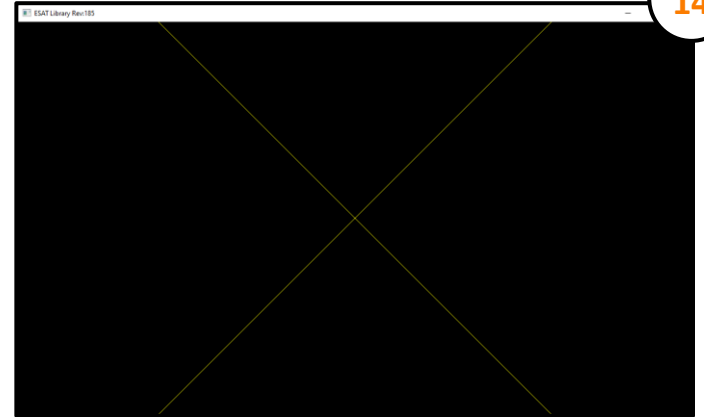


1. Tareas de *fragment shader*

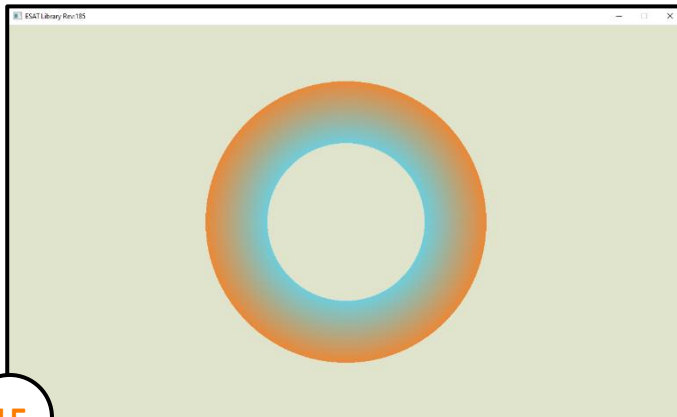
13



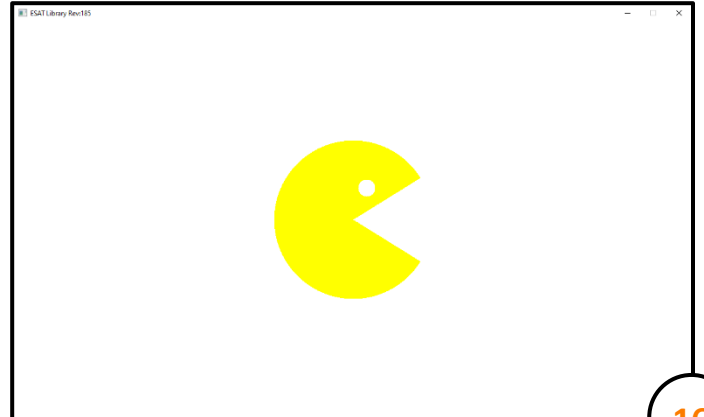
14



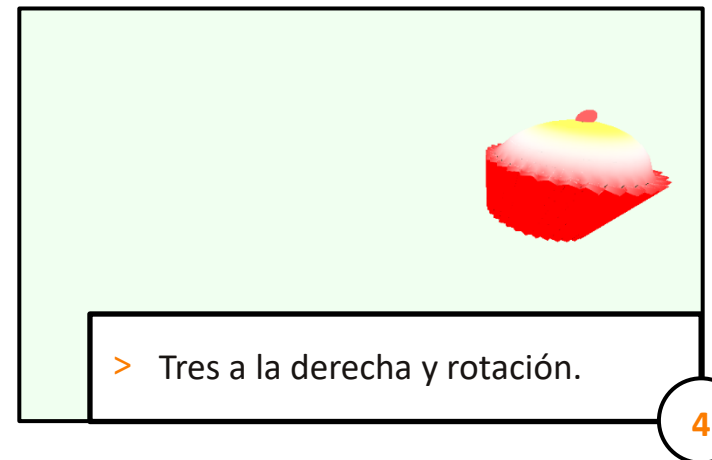
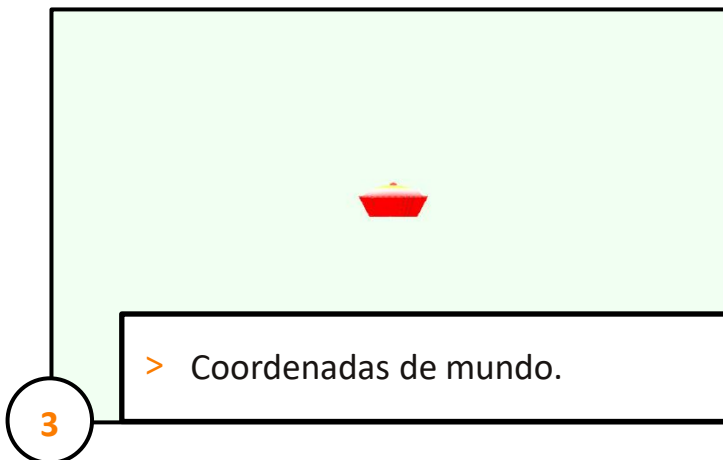
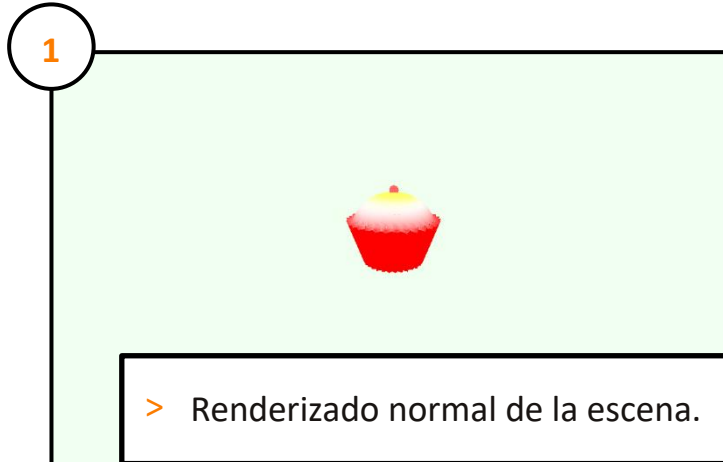
15



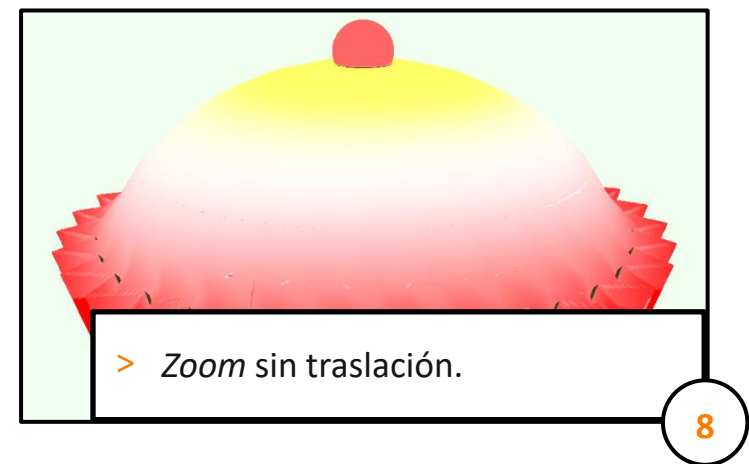
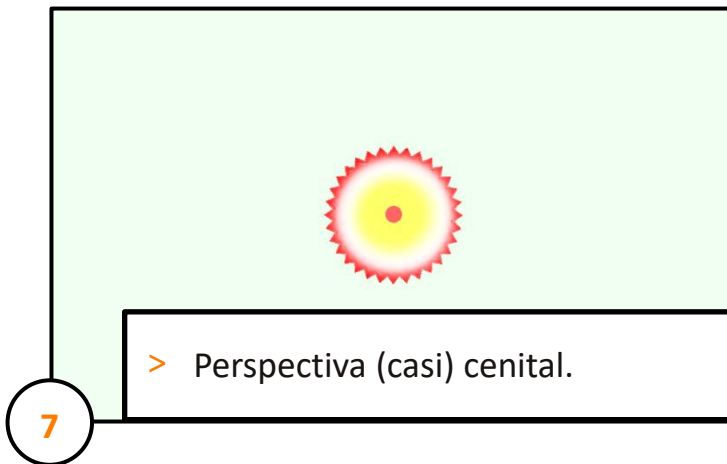
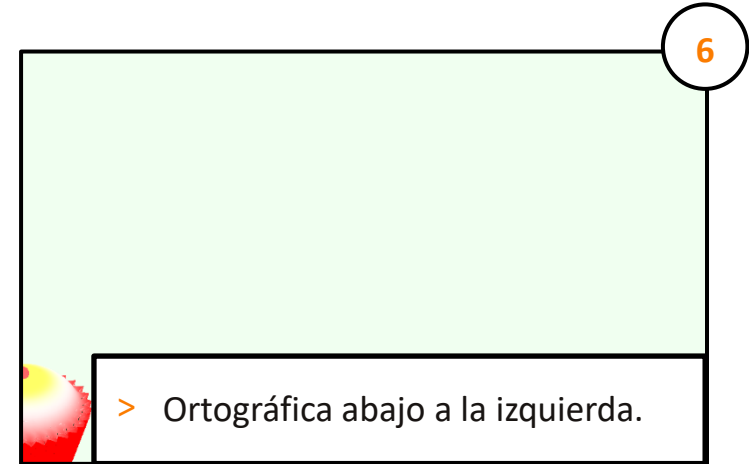
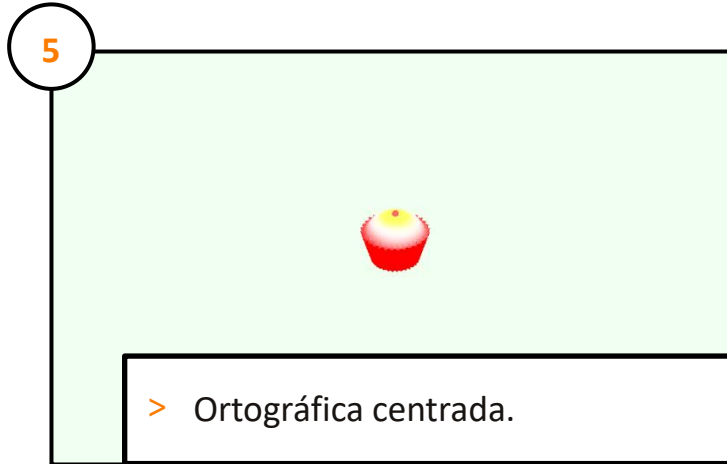
16



2. Tareas de *vertex shader*



2. Tareas de *vertex shader*



2. Tareas de *vertex shader*

9



> Orbitar punto en la distancia.

10

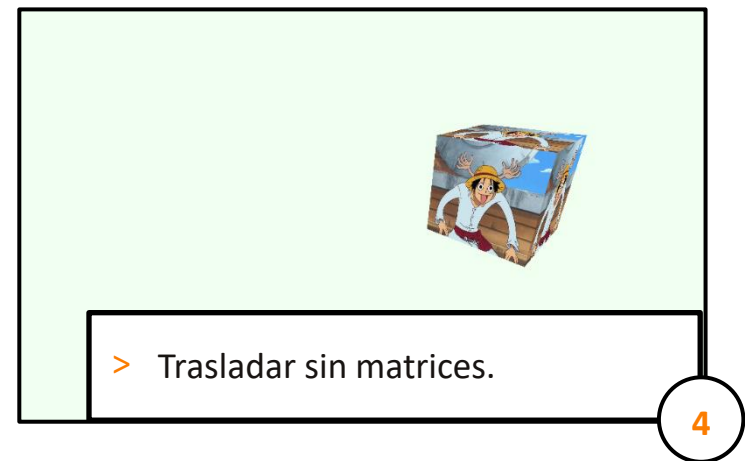
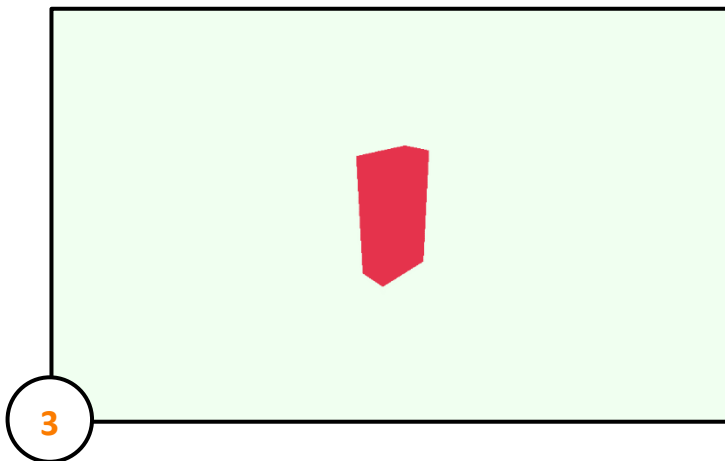
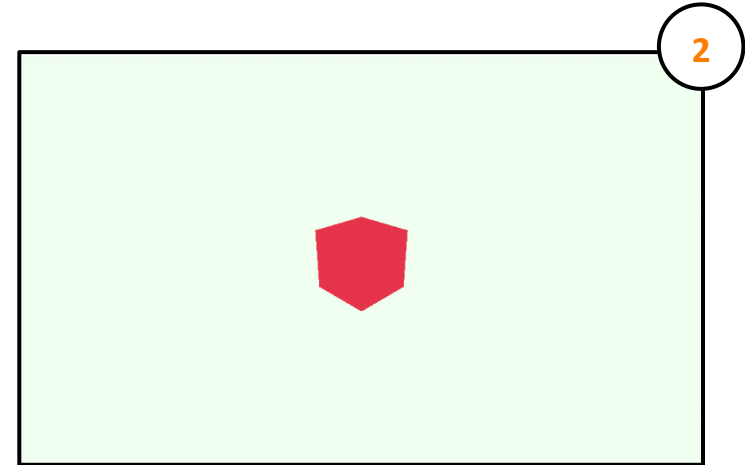
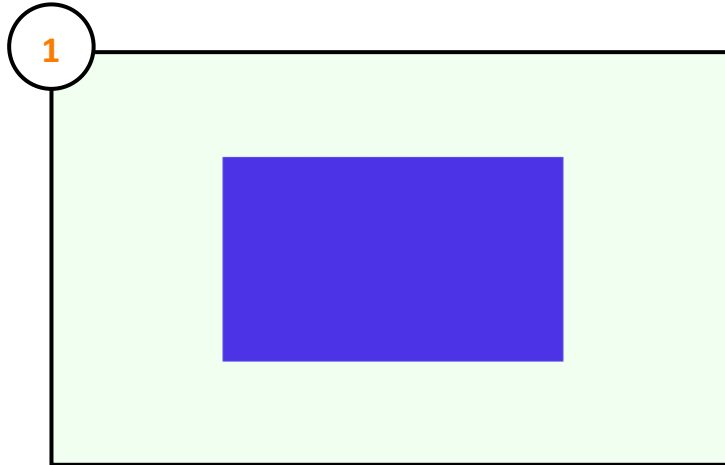


> Inclinar, rotar y orbitar.

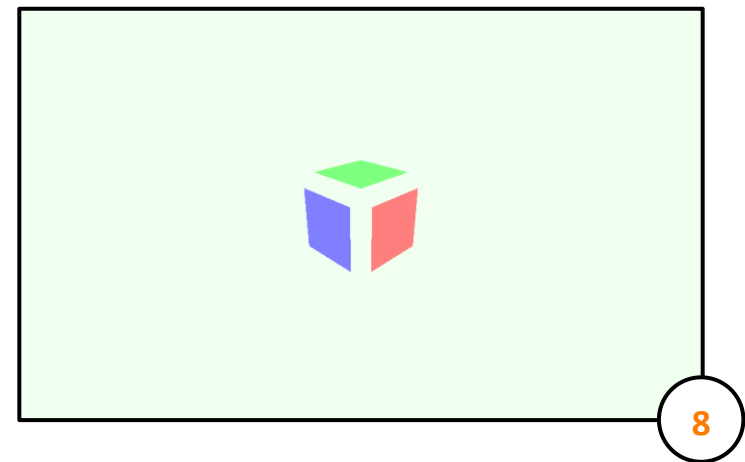
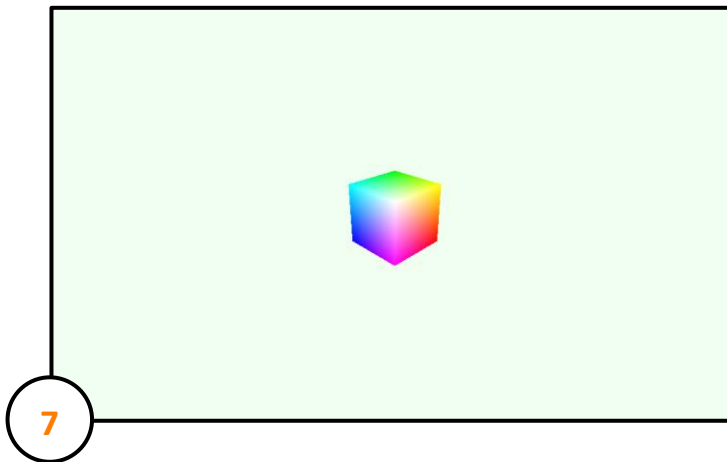
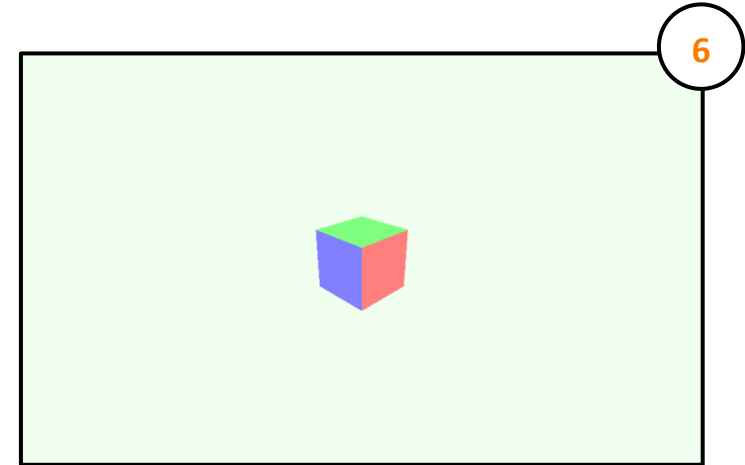
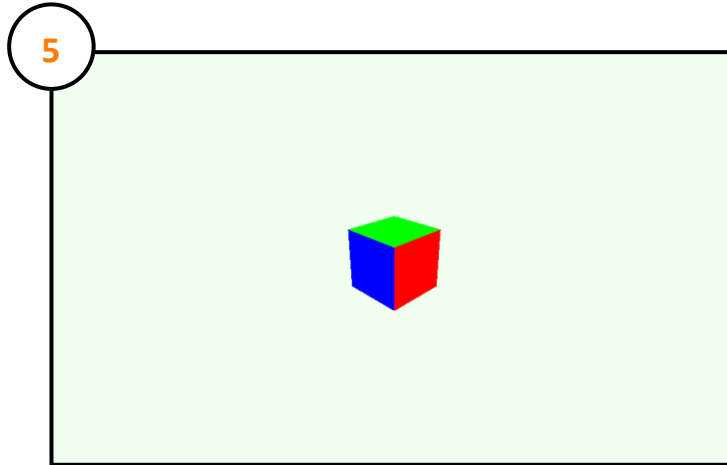
> Emplea de algún modo la normal.

11

3. Tareas de *vertex* y de *fragment shader*



3. Tareas de *vertex* y de *fragment shader*



3. Tareas de *vertex* y de *fragment shader*

9



> Cara derecha visible.

10



> Luz en dirección (1.0, 0.0, 0.0).

11



> Triangulación en el eje de la "Y".

12



> Triangulación en "X" positiva.

3. Tareas de *vertex* y de *fragment shader*

13



> Círculos: expansión y contracción.

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