

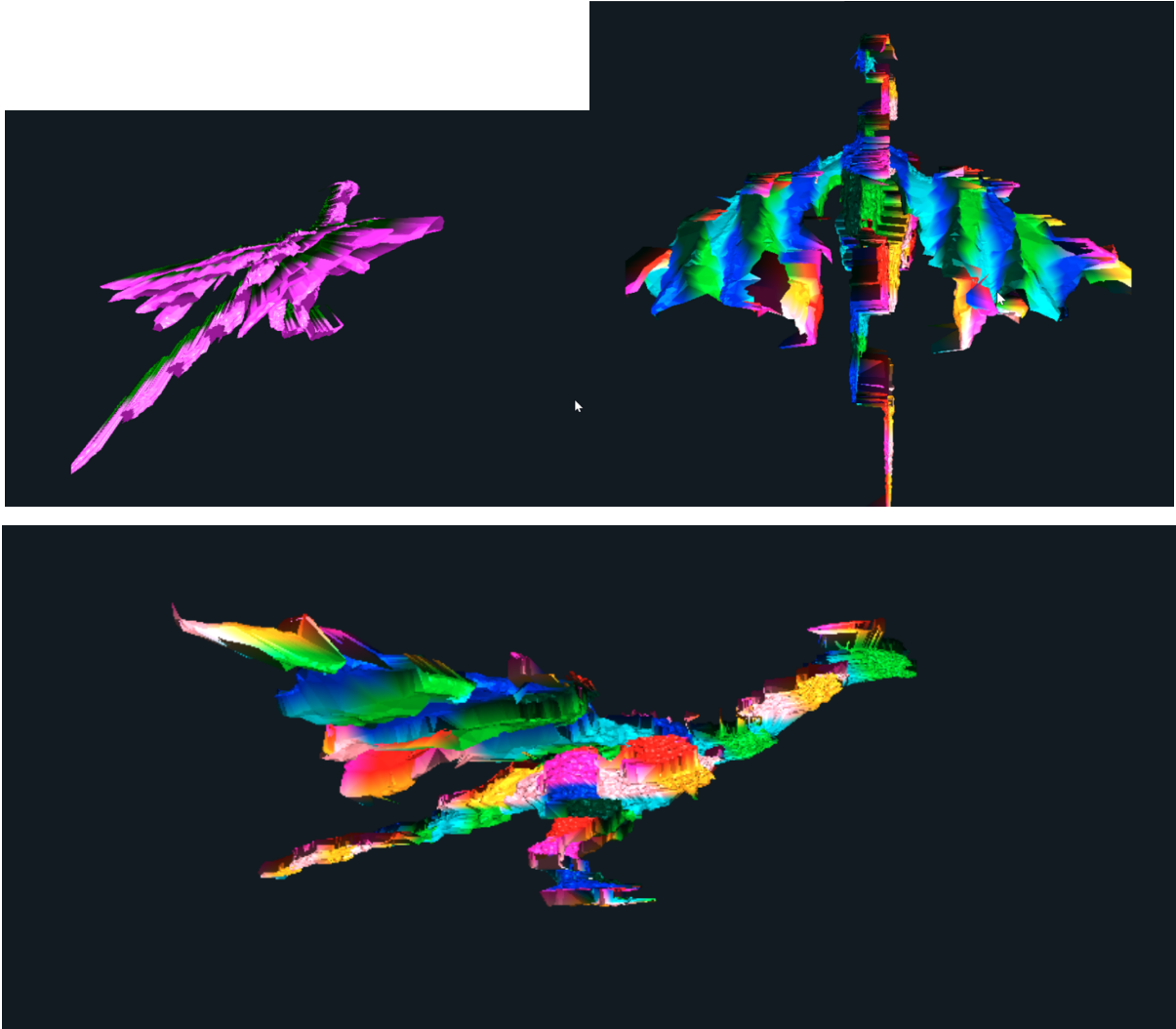
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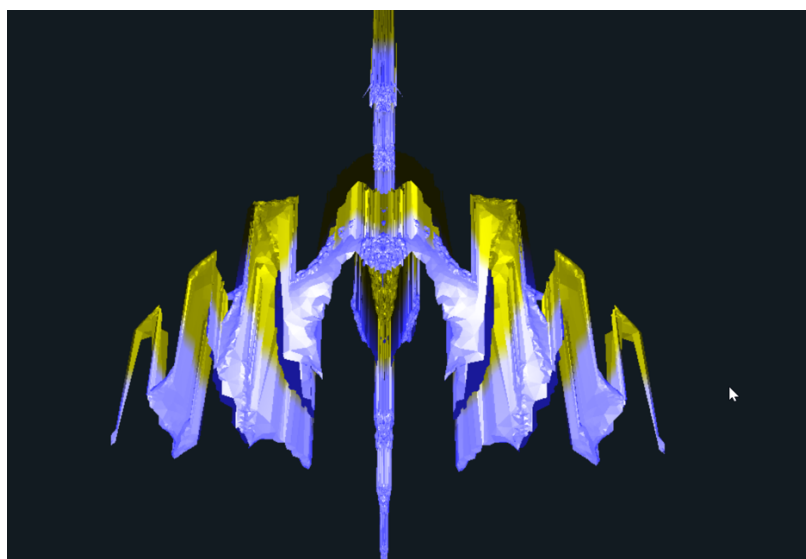
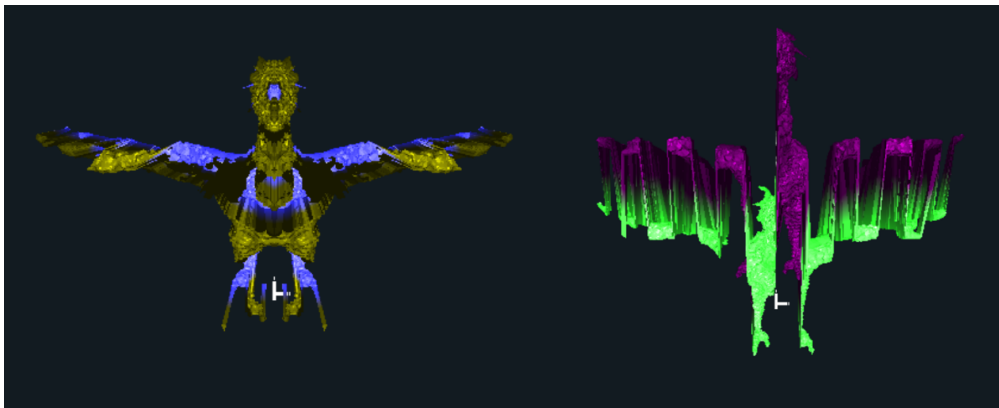
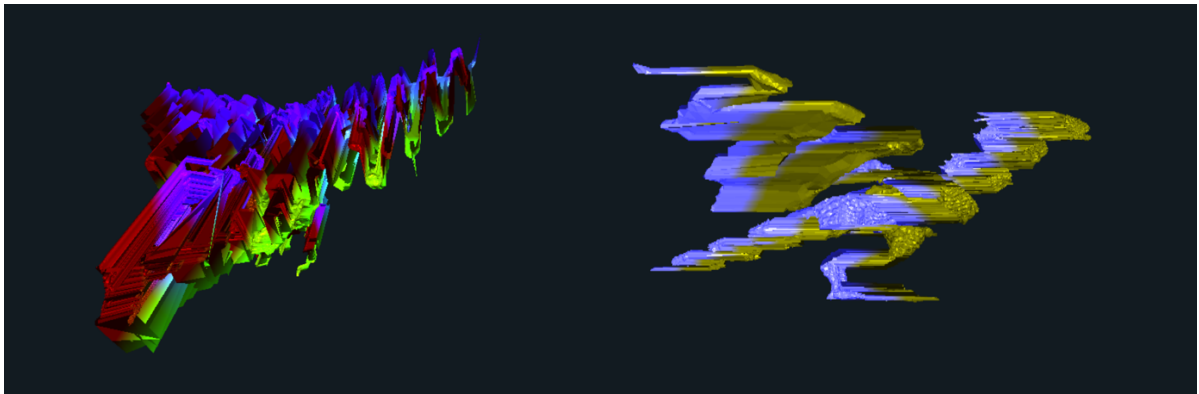
CS 557 Computer Graphics Shaders

Project #6: The Dragon Menagerie Project

1) Project Screenshots



Use the above image for collection



2) Description of the project :

- Outlined the desired visual appearance and effects for the dragon model, including color schemes, texture details, and lighting effects.
- Wrote Code for both the vertex and fragment shaders. The vertex shader handles geometry transformation, while the fragment shader deals with pixel coloration and texturing.
- Implemented lighting models in the fragment shader to achieve a more realistic and dynamic appearance.
- Wrote equations for Squared Wave Pattern for all directions
- Created a .glib file to store common definitions, functions, and settings used across shaders.
- Conducted iterative testing and refinement cycles, adjusting shader parameters and effects based on visual feedback.

3) Media Link : https://media.oregonstate.edu/media/t/1_pgw3v7je