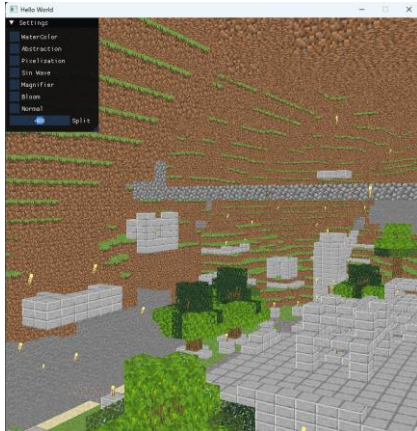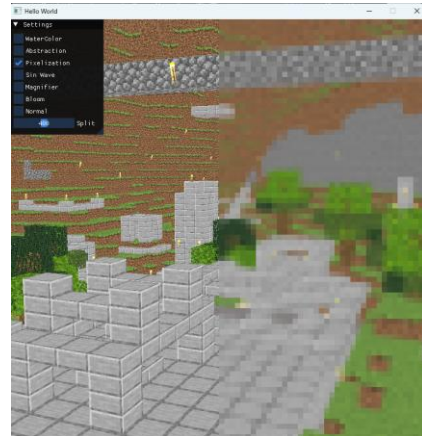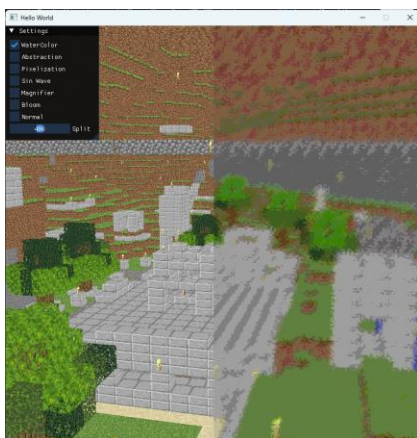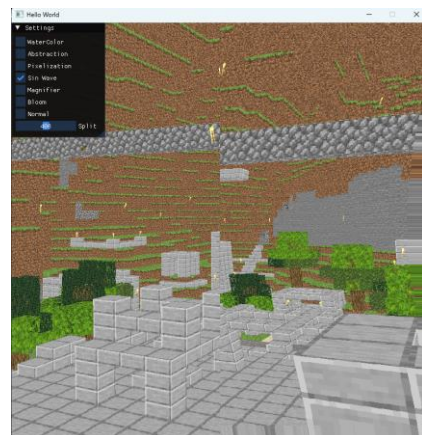| Introduction to Graphics Programming and its Applications |
| :---: |
| Homework 2: Postprocessing Effect |
| 許木羽   111000177   資工系 |

1. Photo Result

Geometry Rendered + Texture

Pixelization

Watercolor

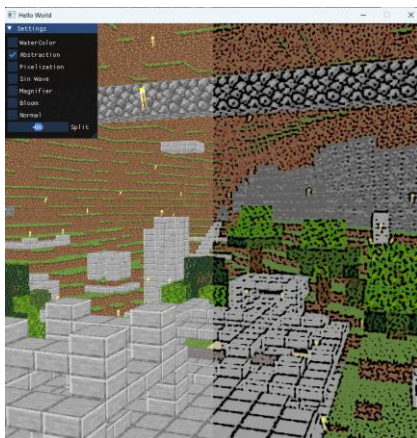Sin Wave Distortion
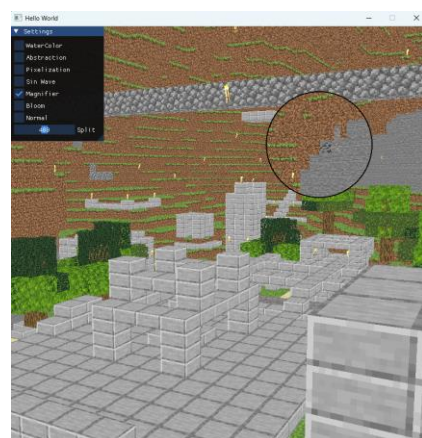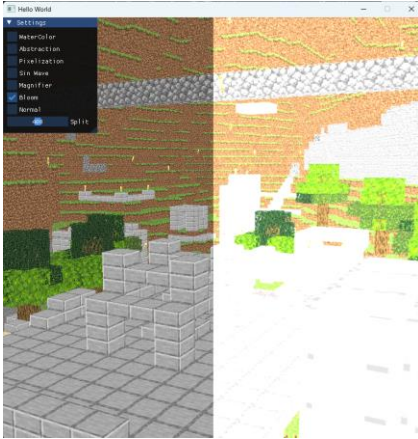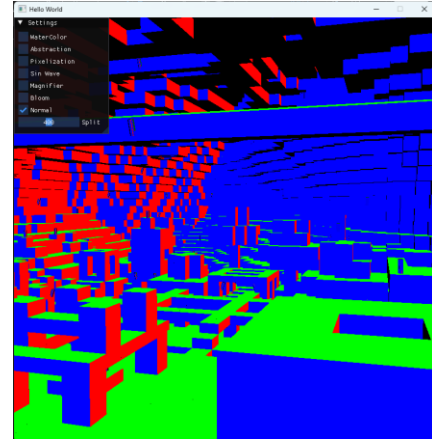

Image Abstraction

Magnifier

Bloom Effect

Normal map

2. Controls

WASD   : Move Around

Z/X   : Move Up/Down

Mouse   : View Control

Left click the program application to enable focus (fix mouse position)

Press **Escape** to return default mouse movement (disable focus)

There is an UI in top left of the interface. Only enable to choose one of the options (postprocessing effect except the normal texture), for every postprocessing effect has working slider to enable before & after.

3. IDE   : Visual Studio 2022 v143

4. C++   : ISO 17 Standard