

ASSIGNMENT – 4 – POST PROCESSING EFFECTS

Name: Srinivas Piskala Ganesh Babu
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Problem :

- Two Post Processing Effects

Solution:

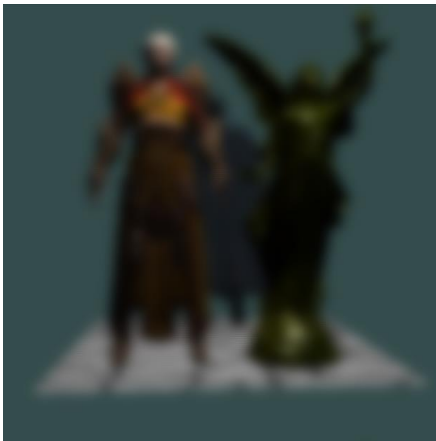
- Post Processing Effects executed – Black&White , Gaussian Blur, Invert Color
- 2 Post Processing Effects are made in the same 3d Scene with 2 FrameBuffers (1. Black&White and Invert Color 2. Gaussian Blur (Horizontal Blur and Vertical Blur))
- An Extra Solution is provided with 3 Frame Buffers having All the 4 Post Processing Effects (Tried to Use Fragment Shader to simulate both Black&White and Invert Color)

Output Screens:

- **Black&White and Invert Color**



- **Gaussian Blur**



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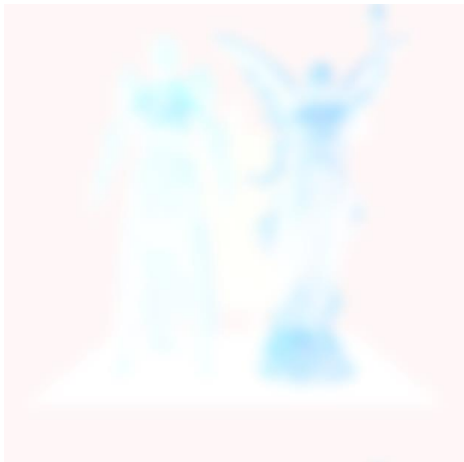
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- All the Effects together with 3 FrameBuffers



Project Locations:

1. **BW and Invert** - <https://github.com/Srinivas11789/CS6533---Computer-Graphics/tree/master/Assignment%20-%204>
2. **Gaussian Blur** - <https://github.com/Srinivas11789/CS6533---Computer-Graphics/tree/master/Assignment%20-%204%20-GaussianBlur>
3. **All the Effects** - <https://github.com/Srinivas11789/CS6533---Computer-Graphics/tree/master/Assignment%20-%204%20-%203%20Post%20Processing%20Effects>

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