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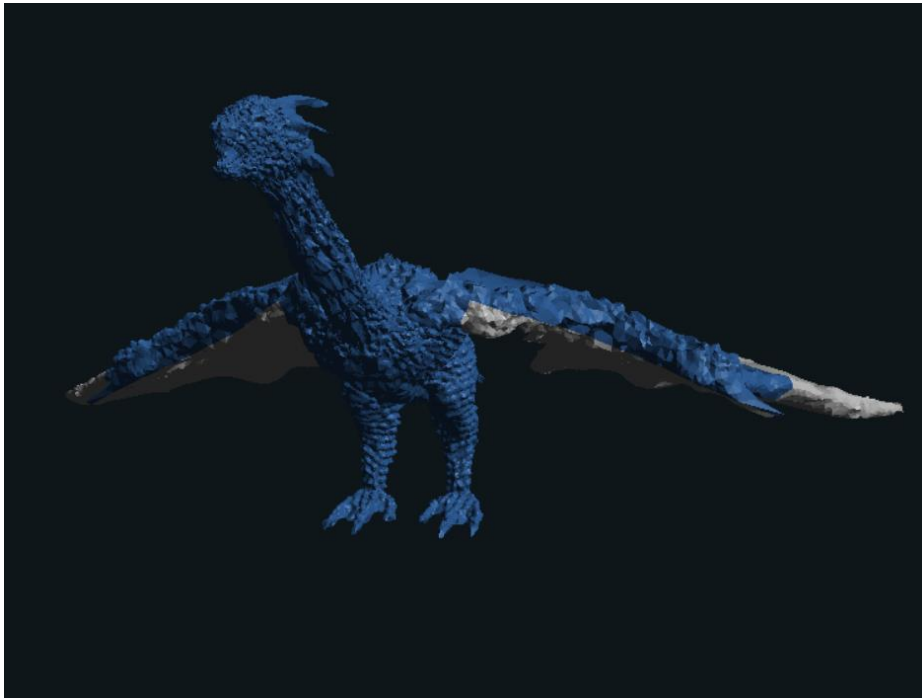
The Dragon Menagerie Project
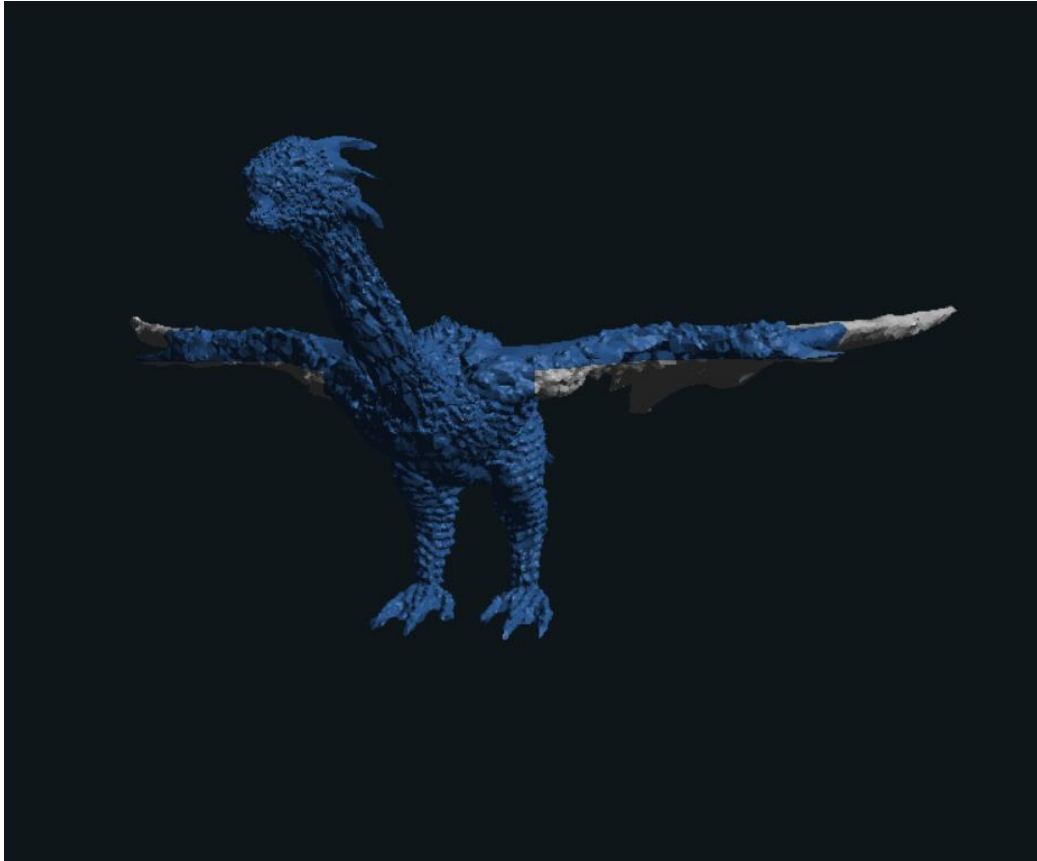
Project #6

What I did:

For project 6, I decided I wanted to work in the vertex shader and try to get the wings to move. I started in the find program to figure out where the wings are in terms of XYZ coordinates. I then created an if statement to check for those coordinates and colored the wings a different color to make sure I was selecting the correct parts of the obj file. I then struggled a bit to figure out the correct formula for moving the wings in the right way, but I eventually found the rotate function used in a video, which is the algebraic way of rotating, so I implemented that into my code. I then tweaked a lot of variables and changed the wing color to be a bit cooler.

Video Link:

https://youtu.be/UoA5OfFqVYI

Screenshots:

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