Emily West

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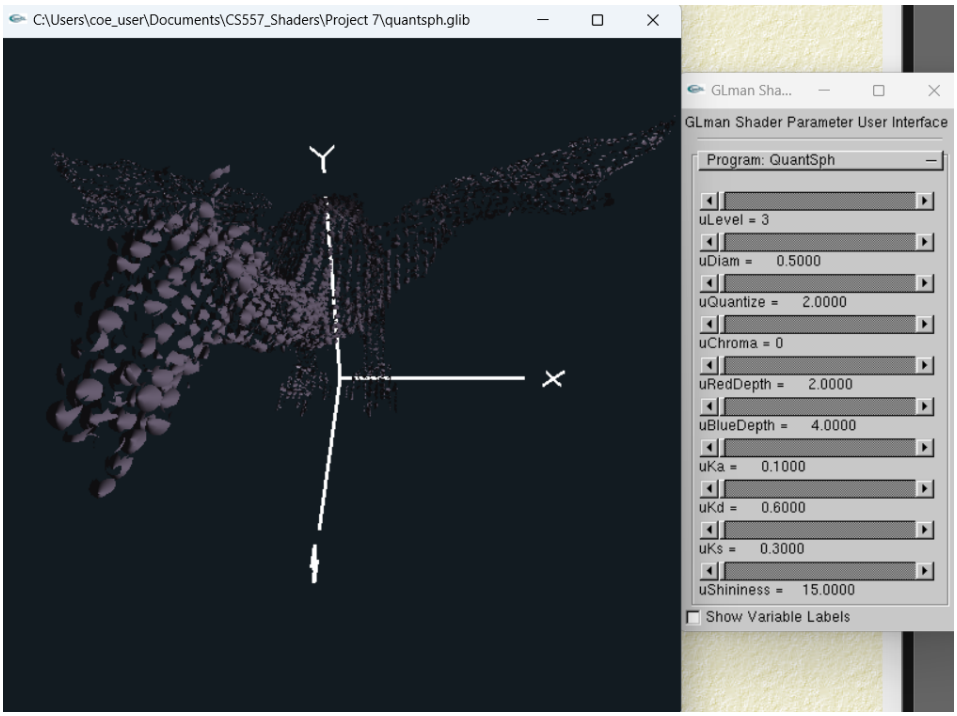
Geometry Shaders: Turning a Polygonal Model into a Collection of Spheres

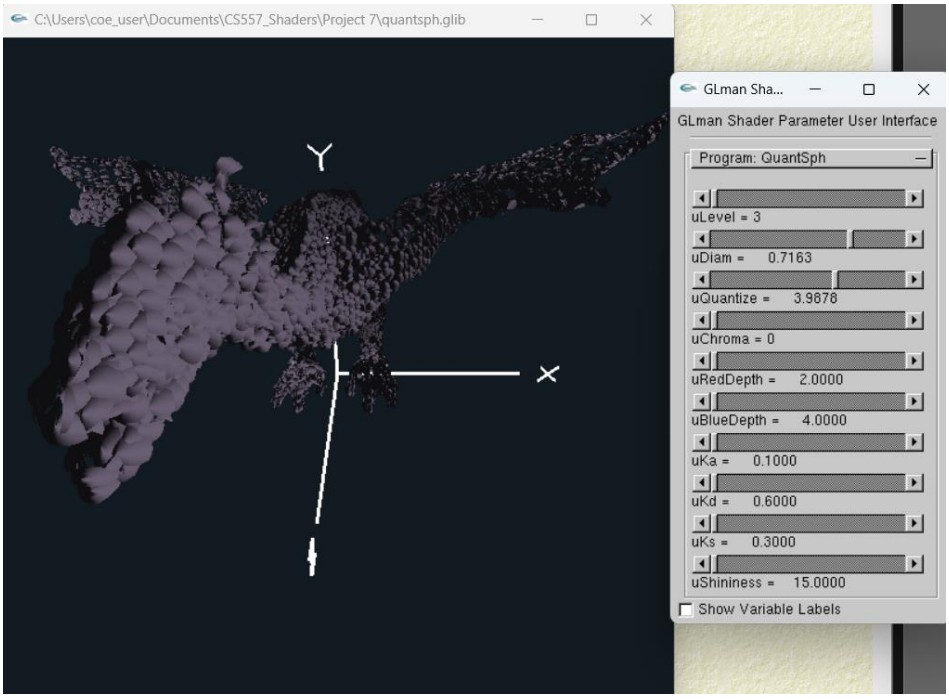
Project #7

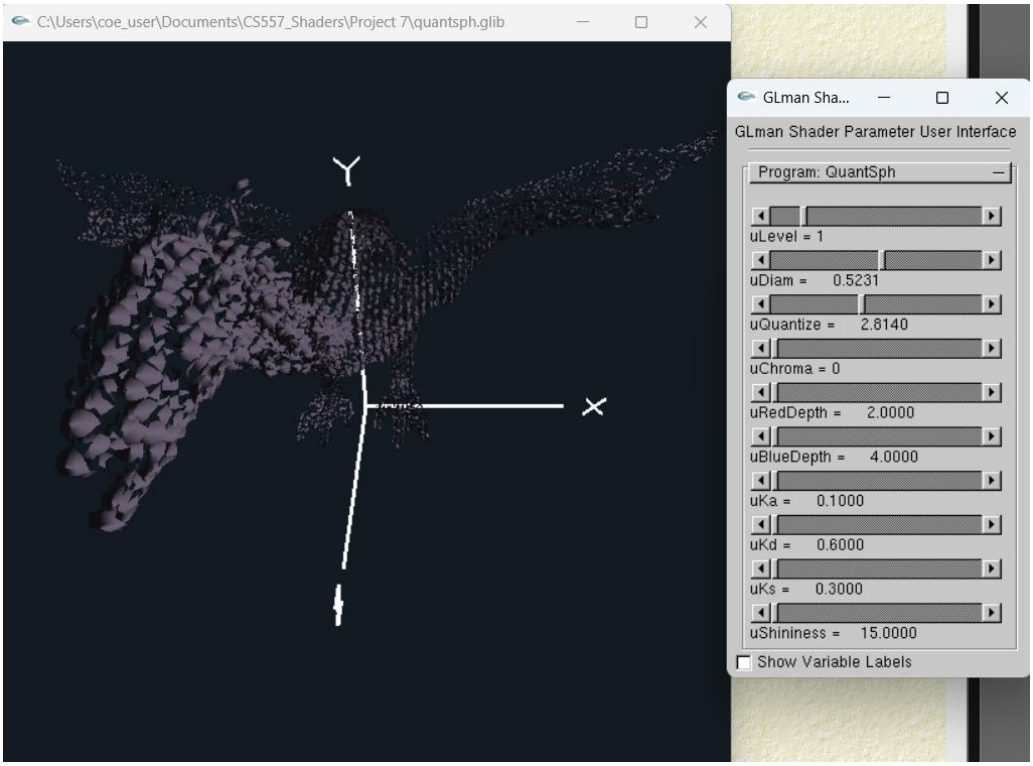
Video Link:

https://youtu.be/YNI6fYCeeWo

Screenshots:



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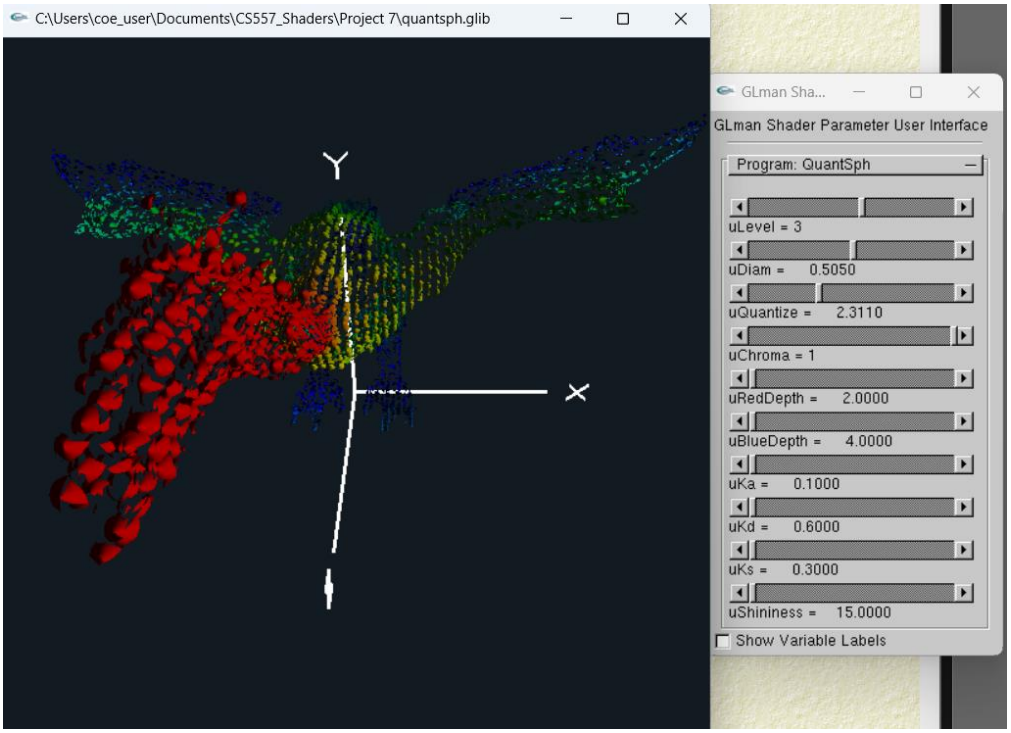
Y
X
GLman Sha...
GLman Shader Parameter User Interface
Program: QuantSph
uLevel = 1
uDiam = 0.5231
uQuantize = 2.8140
uChroma = 0
uRedDepth = 2.0000
uBlueDepth = 4.0000
uKa = 0.1000
uKd = 0.6000
uKs = 0.3000
uShininess = 15.0000
Show Variable Labels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Y
X
GLman Sha...
GLman Shader Parameter User Interface
Program: QuantSph
uLevel = 3
uDiam = 0.5050
uQuantize = 2.3110
uChroma = 1
uRedDepth = 2.0000
uBlueDepth = 4.0000
uKa = 0.1000
uKd = 0.6000
uKs = 0.3000
uShininess = 15.0000
Show Variable Labels