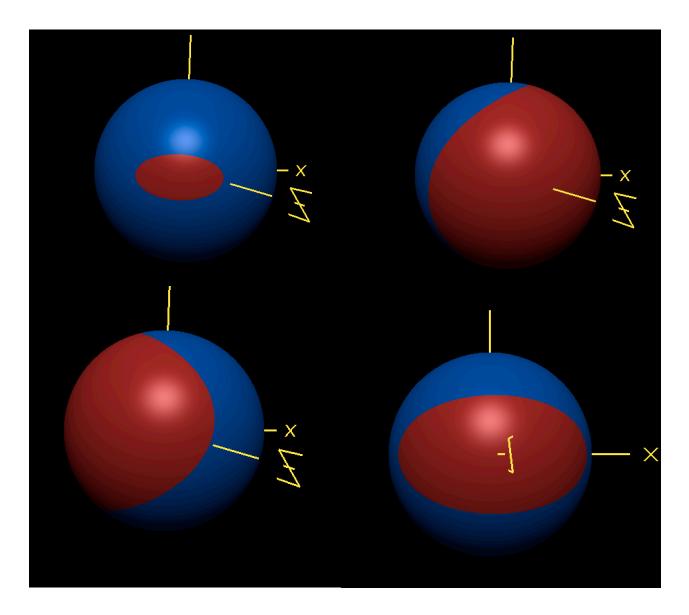
```
Byron Magofna
magofnab@oregonstate.edu
CS450
Project 6
For the static display of the oval, I placed this piece of code in the display() function:
  NowS0 = 0.5f;
  NowT0 = 0.5f;
  NowRs = 0.1f;
  NowRt = NowRs;
  Pattern.SetUniformVariable( "uSc", NowS0);
  Pattern.SetUniformVariable("uTc", NowT0); Pattern.SetUniformVariable("uRs", NowRs);
  Pattern.SetUniformVariable( "uRt", NowRt );
For the keytime animation, I placed this code in my display() function:
  Pattern.Use();
  if( KeytimePatternFlag ) {
       float sc = uSc.GetValue( Time );
       float tc = uTc.GetValue( Time );
       Pattern.SetUniformVariable( "uSc", sc );
       Pattern.SetUniformVariable( "uTc", tc);
In the initGraphics() function I set my keytime values to:
  uSc.Init();
     uSc.AddTimeValue(0, .5);
     uSc.AddTimeValue(.25, .0);
     uSc.AddTimeValue(.5, .5);
     uSc.AddTimeValue(.75, .99);
     uSc.AddTimeValue(.99, .5);
  uTc.Init();
     uTc.AddTimeValue(0, .5);
     uTc.AddTimeValue(.25, .6);
     uTc.AddTimeValue(.5, .5);
     uTc.AddTimeValue(.75, .4);
     uTc.AddTimeValue(.99, .5);
For the Time-equation animation, I placed this code in my display() function:
  if( TimePatternFlag ) {
     rs = sin(Time);
     rt = sin(Time);
     Pattern.SetUniformVariable( "uRs", rs );
     Pattern.SetUniformVariable( "uRt", rt );
  }
```

For both animations, I made flags called KeytimePatternFlag and TimePatternFlag to keep track of the toggle function. Every time the 'k' key is pressed the variable 'kCount' increases by 1. Then KeytimePatternFlag = kCount % 2 to toggle the keytime animation on and off. I do the same thing with the TimePatternFlag using the variable 'tCount'.

Based on my uSc and uTc values, I expect the oval to move horizontally from it's starting point, to the left (180 degrees) and then move horizontally right (360 degrees, a full circle), and then come back to the starting point. While it's moving horizontally, I also expect it to move up and down a little bit. Since it does both those things, I am confident that it does what I set it up to do.



Video Link: https://media.oregonstate.edu/media/t/1_agsud5ul