



2016-1 CG Term Project

Patronuses in Daydream

2014210079 컴퓨터학과 양은정

구현내용 & 개발 일정

1. Skill Effect
: Particle Effect & 3D Model Rendering

~~2. Phong Lighting~~

3. Addictive Alpha Blending

4. 3D Model Animation

5. Post Processing

: Glow Effect

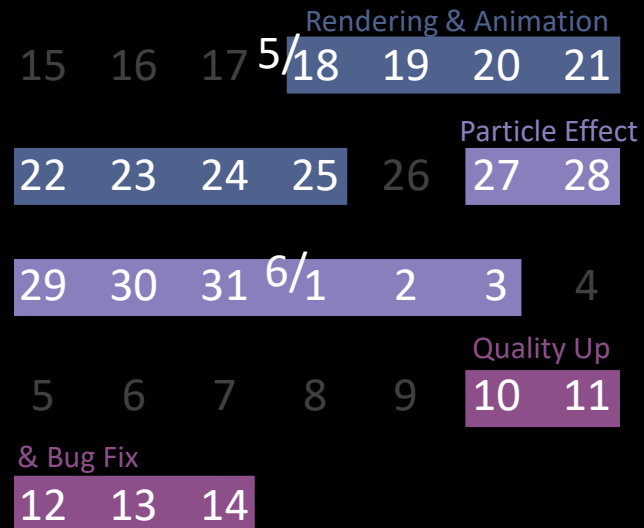
6. Advanced Rendering

: Normal Mapping

7. Additional Camera Moving

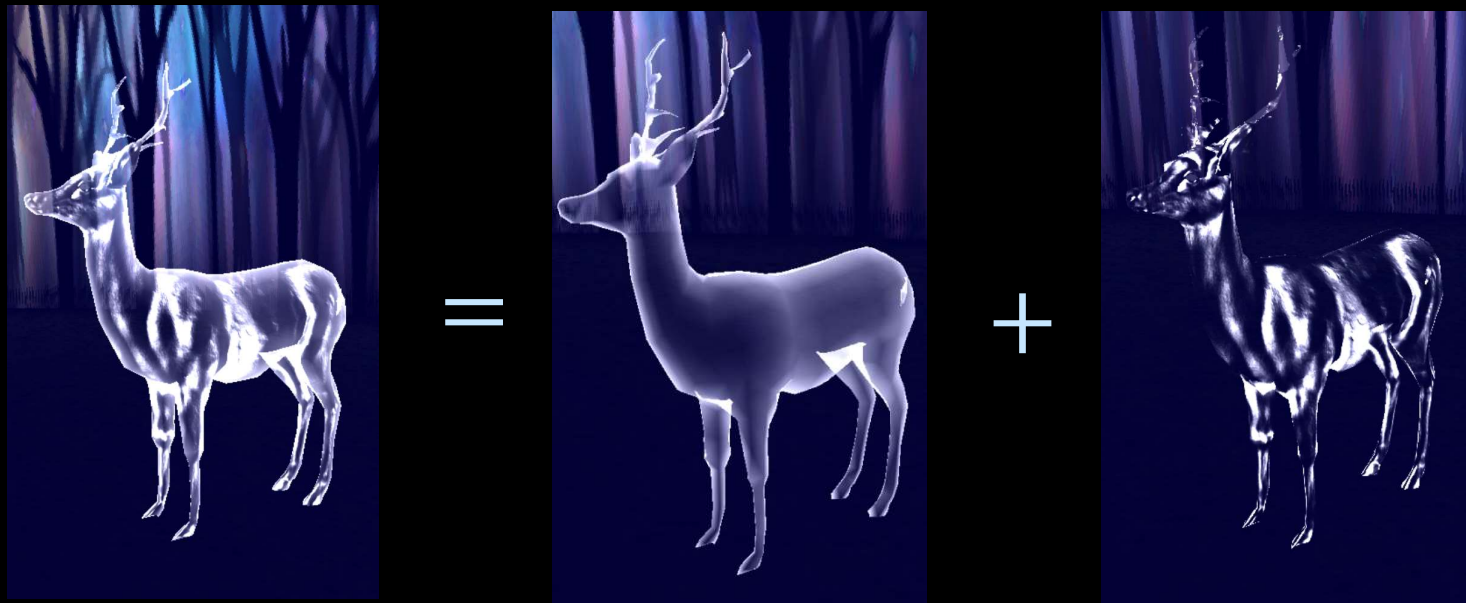
8. Additional Particle Effect

: Particle Animation with Physics





Logic ; Patronus shader



$$\begin{aligned} Color.a &= 1 - (N_{vertex} \cdot Eye) + \left((N_{Bumped} \cdot H)^s * L_s * M_s \right) . a \\ Color.rgb &= white \end{aligned}$$

감사합니다!

