

Natasha Anisimova
Project 6

For this project I wanted to create an image of a salmon jumping out of the water. I think for the most part it was successful except for the lines from the cube-mapping in the background. Another addition that could have been cool is water droplets and adding animation. That would have lead to a bigger project though. Aesthetically, I like it the way it is now. I took the cub-mapped code that had the cow in the NVIDIA lounge and used images of a watery scene. Instead the cow, I just used the salmon object that was provided on the class website.

