

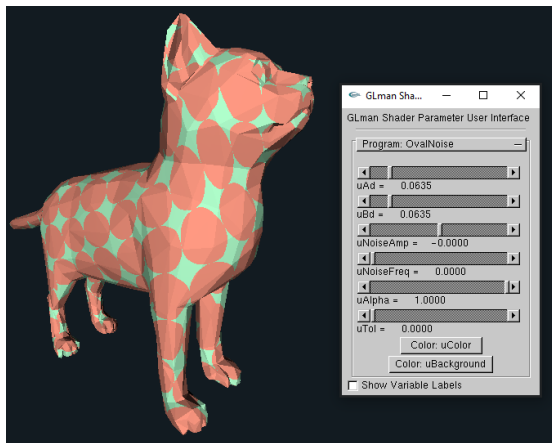
Noisy Elliptical Dots

CS457 Shaders: Project Two

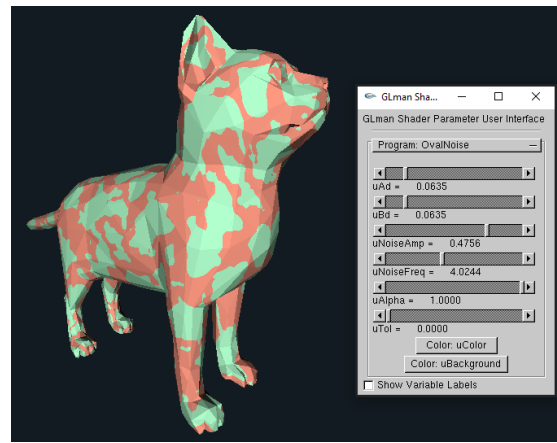
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This project plays around with OpenGL's built-in noise algorithm. I used this algorithm to vary the noise amplitude and frequency applied to the elliptical pattern, which creates some funky results. I also utilized a Smoothstep function to create a blending feature, as well as a sliding variable to adjust transparency. When transparency is maxed out (alpha=1) I used the discard function to throw away the fragment, which creates a better transparency result. Take a look below!

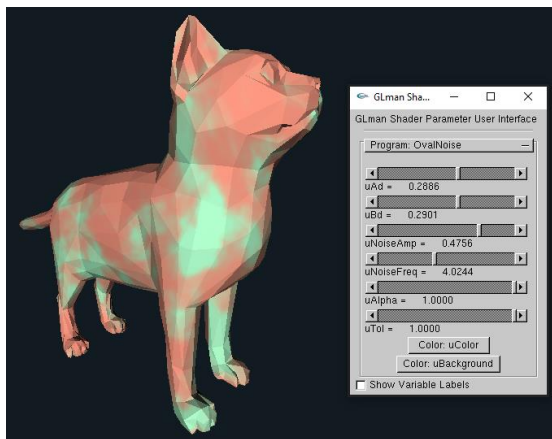
Screenshots:



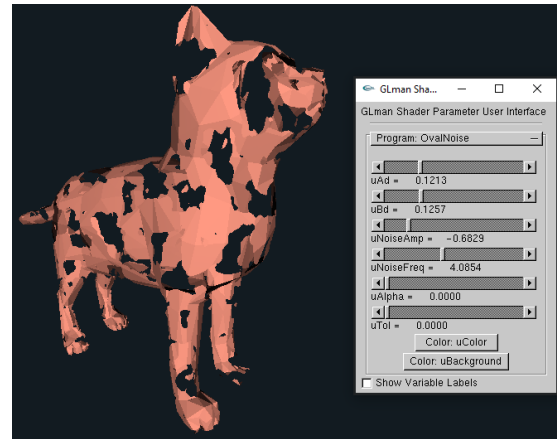
No amplitude or frequency applied



Some noise going on!



Tolerance all the way up



Hello, discard()!

Video link: <https://youtu.be/ckmImTXQL9o>