

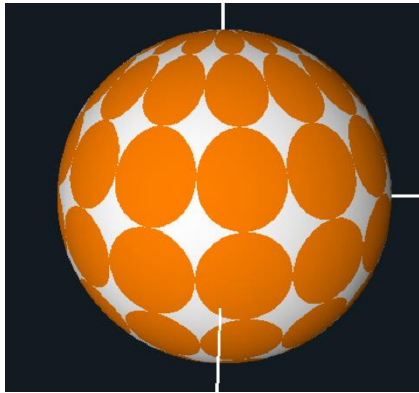
Step- and Blended-edged Elliptical Dots

CS457 Shaders: Project One

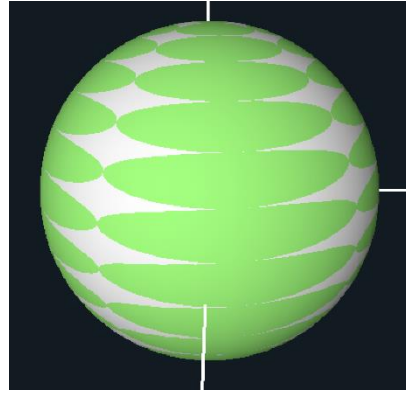
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This simple first project demonstrates how easily a fragment shader can be used to create repeating patterns. The ellipse pattern was created by using the ellipse equation to create color constraints that keyed off of (s,t) coordinates. The ellipse equation was fed into a smoothstep equation to create the blurred edge effect. Finally, I used the mix function to color the sphere, alternating between background and ellipse color.

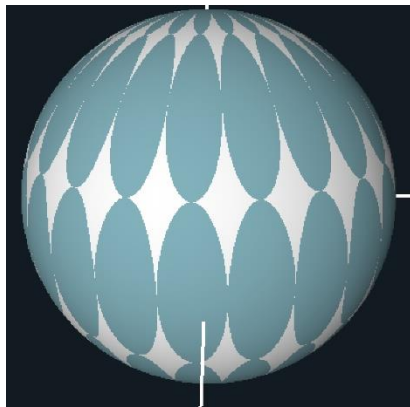
Screenshots:



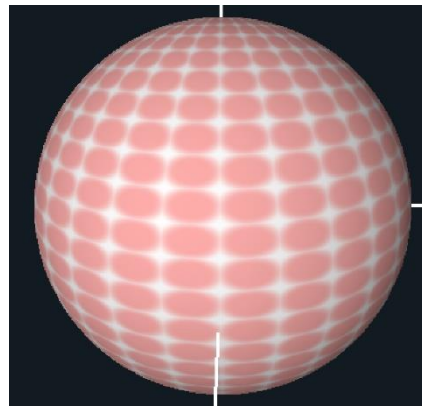
regular old ellipses



big uAd, small uBd



small uAd, big uBd



small uAd, small uBd, big uToI!

Video link: <https://youtu.be/iRCPhgB5wFw>