

Shader Lab Assignment 2: Oddly Satisfying

Since we only went over it briefly in class and I found it difficult, my intention this week was to play around with and try to get a grasp on polar coordinates. In particular, I wanted to see if I could create some kind of spiral, and aim for a hypnotic feeling.

I got pretty close to a perfect spiral at some point, but there was always a seam at one degree or another that I could not figure out how to get rid of. I'm thinking now that I probably needed some kind of time offset between each spiral to hide the seam... In any case, in trying to figure out this issue, I landed on some other loops that I thought were more interesting by playing around with the radius and angle values, and how they were combined in the output. My next iteration looked like a sort of hypnotic tunnel that you were flying through, which I also really enjoyed but wanted to play around with more. I finally landed on this symmetrical pattern with spiral elements in it by squaring the uv of that iteration together, and tried out different blend modes to combine the black and white pattern with some cycling blues and yellows.

I can see this being used as some kind of game background; it reminds me a bit of the background of the Jevil fight in Deltarune or the swirls in Balatro.