

## Shader Lab Assignment 1: Sunset

I was thinking about the beaches in Northern California (where I'm from) as I composed my sunset. I wanted it to feel sort of calm and infinite, so I added a lot of smoothstepping and gradients for lots of soft edges. My goal for this week was to get familiar with the intrinsic functions, so I also tried to incorporate step and lerp in my sunset. I struggled to create the sun; I really wanted to try making a circle but couldn't figure it out, though I was able to play a bit with the polar functions because of that.