

## Shader Lab Assignment 3: Clock

My goal for this assignment was to create a clock that represented time intuitively, as opposed to directly using numbers or position. I had made a similar web project last semester where I had a sun move across the sky according to real time, and initially I wanted to recreate it here. However, I decided to simplify it so I could work more directly with warping and multiple UVs, and practice what we learned in class.

In my "water clock," which I tried to make vaguely represent ripples on a pond, a circle changes color subtly from blue to pink, and enlarges according to the hour of the day. It restarts every 12 hours, instead of 24, since that to me feels easier to read. It also beats according to the second. I decided not to directly include the minute, since it is already implied by how far the main circle is from the surrounding rings, and the clock is not meant to be super functional anyway. The background is purely aesthetic, it doesn't tell time, I just did some warping with a green and pink gradient.