

Shader Lab Assignment 4: Natural

My goal for this assignment was to recreate the shimmering look of a pool from an underwater perspective, specifically going for a David Hockney kind of vibe. I decided to use fractal noise to create the texture of the waves, and value noise to create the movement of the waves by adapting the "using noise 1" example, and tweaking some of the input values. The rest of the image was made by combining previous concepts, like multiple UVs for the tile texture and matrix multiplication to skew the rightmost wall.