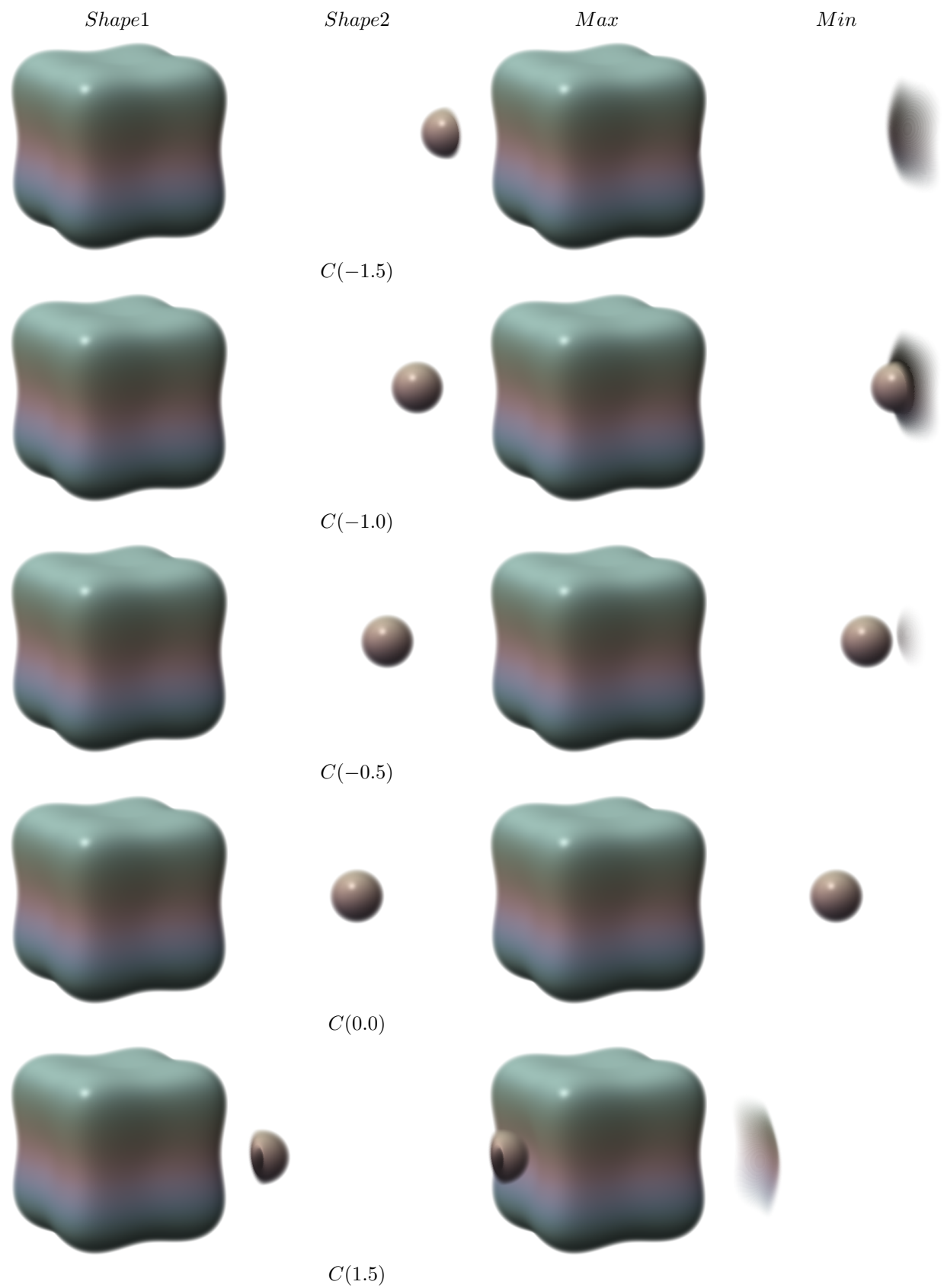


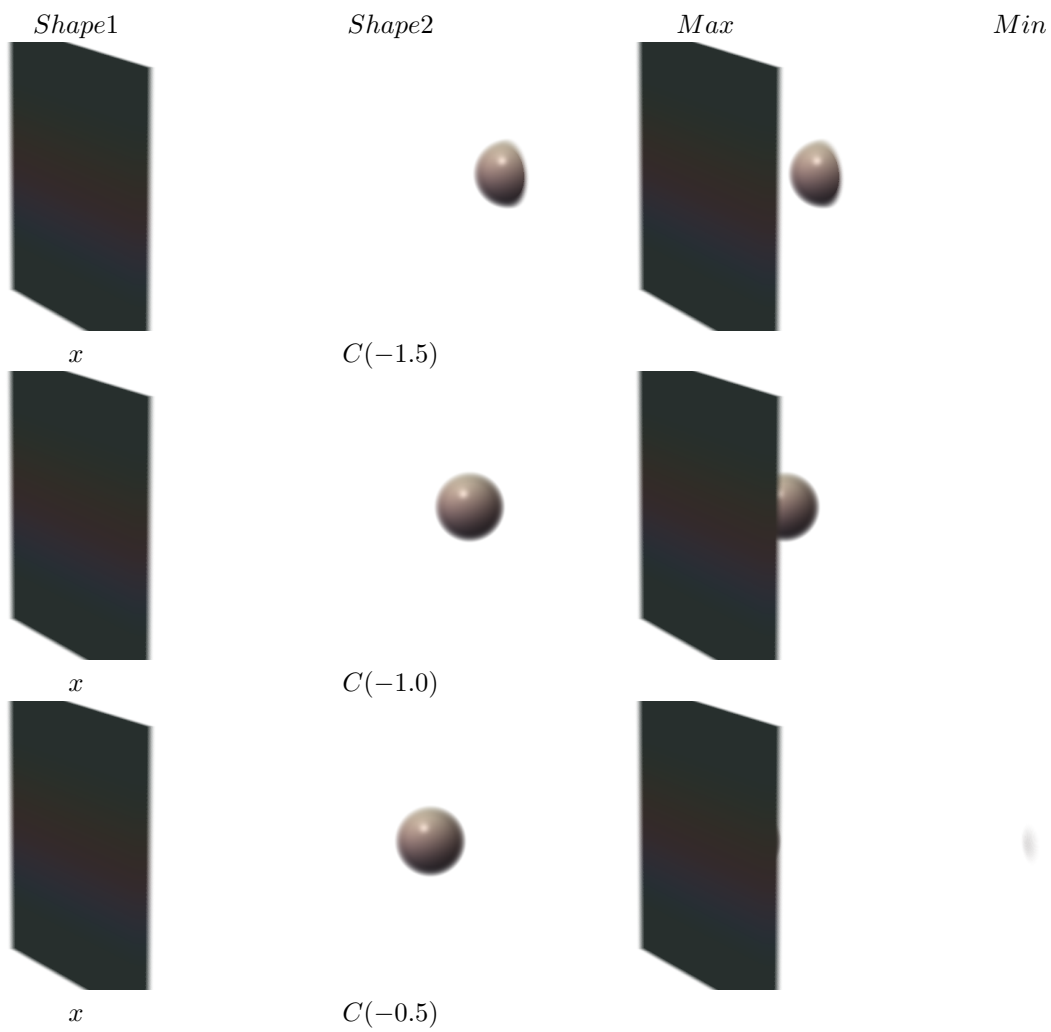
# Constructive Solid Geometry- Shaded Version

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Sphere shapes made with function:  
 $C(shiftx) = 0.25 - (shiftx - x)^2 + y^2 + z^2$



*Shape1*

*Shape2*

*Max*

*Min*



$C(0.5)$

$C(-1.5)$



$C(0.5)$

$C(-1.0)$



$C(0.5)$

$C(-0.5)$



$C(0.5)$

$C(0.0)$



$C(0.5)$

$C(1.5)$



*Shape1*

*Shape2*

*Max*

*Min*



$z$

$C(-1.0)$



$z$

$C(-0.5)$



$z$

$C(0)$



$z$

$C(0.5)$



$z$

$C(1.0)$

