# Mock Exam Q2 Part C-1

Create a complex animated shader that includes both vertex definition and fragment based patterns that work together

Implement a dot pattern shader, explain the math behind the shading (see lesson ppt)

Use time, sine and freq to compute a radius factor and goes up and down over time.

Multiple the radius factor to radius of the circle.

Therefore the dots size will grow and shrink overtime.Graphical user interface, text, application

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Refer to DotsAnimateShader.

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