# Workshop 15 Lab

In this activity, we are going to

* implement the following Procedural Texture Shader
  1. Stripe Shader
  2. Checker Shader
  3. Dots Shader
  4. Teleport Shader

Before the activity make sure Core RP and Universal RP are installed

* From Window->Package Manager->Packages: Unity Registry-> Install Core RP and Universal RP
* Follow the instruction in the link to configure UPR into an existing Project
* https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@10.8/manual/InstallURPIntoAProject.html

1. Stripe Shader

Graphical user interface, text, application

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Graphical user interface, text, application

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A picture containing company name

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1. Checker Shader

Graphical user interface, application

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Graphical user interface, text, application, email

Description automatically generated

A picture containing aircraft

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1. Dots Shader

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

A picture containing microphone

Description automatically generated

1. Teleport Shader

Load P5 js PerlinNoise project.

Run the code to generate a Perlin noise image,

You may change the value of scale to adjust the noise t value to get different Perlin noise images.

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Implement the NoiseShader code.

Text, application

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Text

Description automatically generated

Text

Description automatically generated

Set the Texture and Noise image in the shader.

Graphical user interface

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Run the scene.

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