# CS 3540 Game Programming

# Assignment X

# Write a Unity or Unreal Shader

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### One of the assignments 4-8 of your choice.

### Assignments 4-8 are of your choice from the 13 assignments provided.

### Shaders

### Part 1 – (100 Points) Write a Unity or Unreal Shader

Write a Unity or Unreal Shader. This assignment will provide practice with shader construction & cgfx. You will adapt any shader in the NVIDIA Shader Library (http://developer.download.nvidia.com/shaderlibrary/webpages/shader\_library.html). The NVIDIA Shader Library has many shaders including skin, natural effects, metals, organic materials, post processing effects, and lots more. All the shaders in the NVIDIA library are provided free of charge for use in derivative works, whether academic, commercial, or personal.

You may choose a shader outside of the NVIDIA Shader Library but it must be non-trivial and pre-approved by the Professor.

You must use/apply the shader in a Unity or Unreal scene.

**Scoring Rubric**

100 points possible

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| **Requirement** | **Points** |
| cgfx code | 70 |
| Apply the shader in a Unity or Unreal scene | 30 |

**Submission**

You will submit your assignment via BlackBoard. Upload to the week that you do the assignment. If you submit this in week 4 upload to assignment 4, if you submit this in week 5 upload to assignment 5, etc.

Click the title of assignment (blackboard -> assignment -> <Title of Assignment>), to go to the submission page.

### NVIDIA Shader Library

### NVIDIA Shader Library <http://developer.download.nvidia.com/shaderlibrary/webpages/shader_library.html>