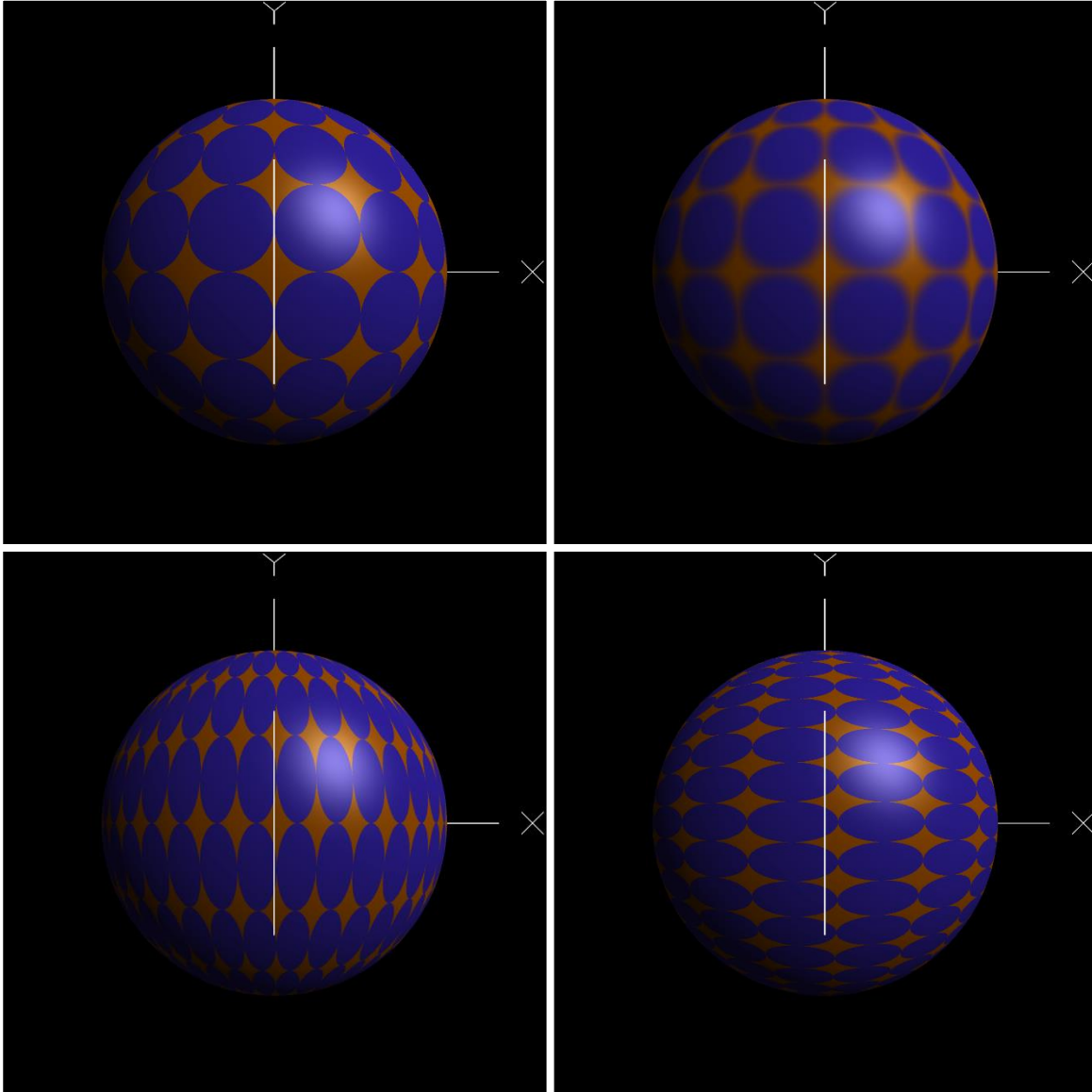


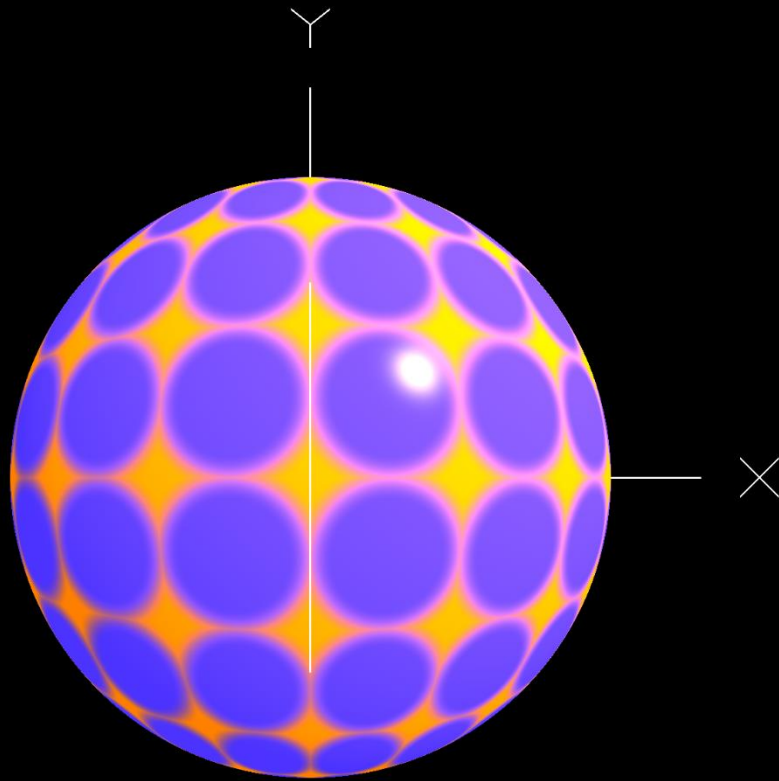
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Project 1: Step- and Blended-edged Elliptical Dots

Video Link

Description: A sphere with elliptical dots on it. The dots can be turned into ovals with sliders. The edges can be softened using a slider. It is lit using per-fragment lighting. The ambient, diffuse, and specular lighting variables can be modified with sliders.

Screen Shots:





Proj1_Ovals : uAd = 0.1000
Proj1_Ovals : uBd = 0.1000
Proj1_Ovals : uTol = 0.5000
Proj1_Ovals : uKa = 1.0000
Proj1_Ovals : uKd = 1.0000
Proj1_Ovals : uKs = 1.0000
Proj1_Ovals : uShininess = 128.0000
Proj1_Ovals : uSphereColor = 1.000, 0.500, 0.000, 1.000
Proj1_Ovals : uOvalColor = 0.300, 0.200, 1.000, 1.000
Proj1_Ovals : uSpecularColor = 1.000, 1.000, 1.000, 1.000