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Project 6: The Dragon Menagerie Project
Video Link

Description:
- **This is a 2-pass process.**
    - **First Pass**
        - Dragon
            - The wing movement is controlled with the timer based on the vertex coordinates (used the find.glib to locate them)
            - The object is lit with a point light *really* far below to simulate the lava as a light source. I couldn't get the directional light working so I did it this way.
        - Lava
            - The lava is a quad whose colors are calculated using octave Voronoi noise as the intensity.
        - Cave Walls
            - This is the inside of a sphere with a cave texture applied.
    - **Second Pass**
        - Heat Waves
            - The first pass render is applied as a texture to a quad after varying the ST lookup coordinates with more octave voronoi noise. The T lookup is animated so that the waves look like they are moving upwards.

Screen Shots:
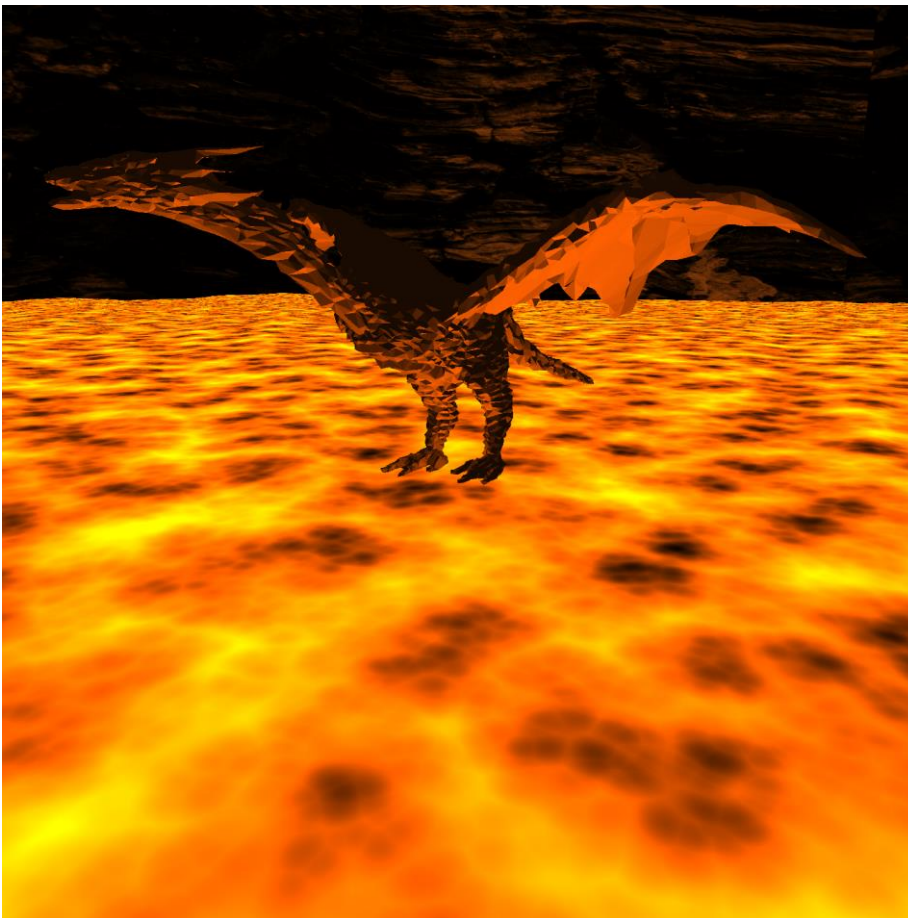
- **Note:** See the video for heat wave animation.