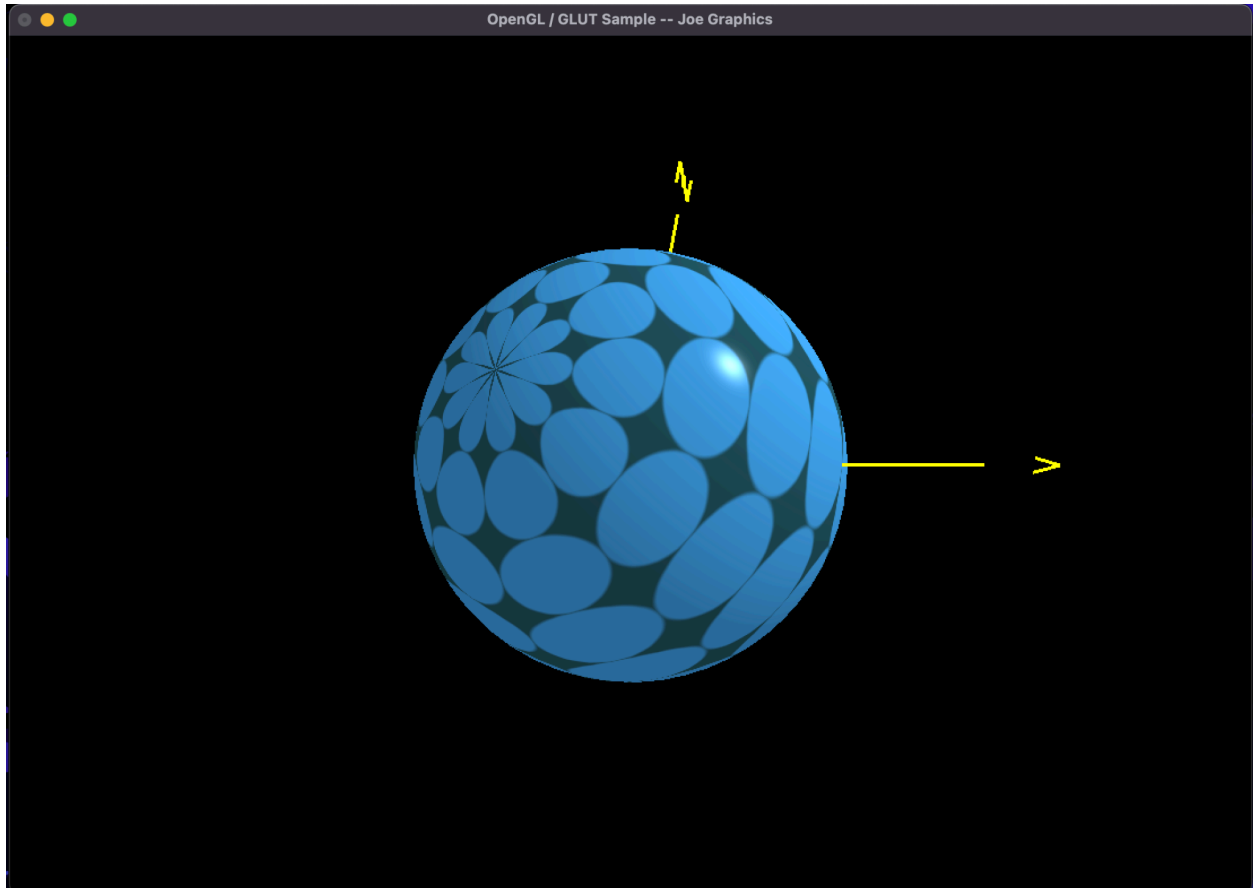


Devin Daniels

danielde@oregonstate.edu

Project 1: Step and Blended-edged Elliptical Dots



First I added the Keytime animations since I am MacOS. Next, I added the vertex shader code, which I could just copy and paste from the assignment spec. Next, the .frag file as updated to properly draw the calculate the ellipse. Lastly, I added some globals and keyboard shortcuts to be able to change uTol, uAd, and aBd.

Video link: <https://www.loom.com/share/73a6f0a29c204155ba0e504fd4b5cee5>