Project #1

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CS 457

Source Files:

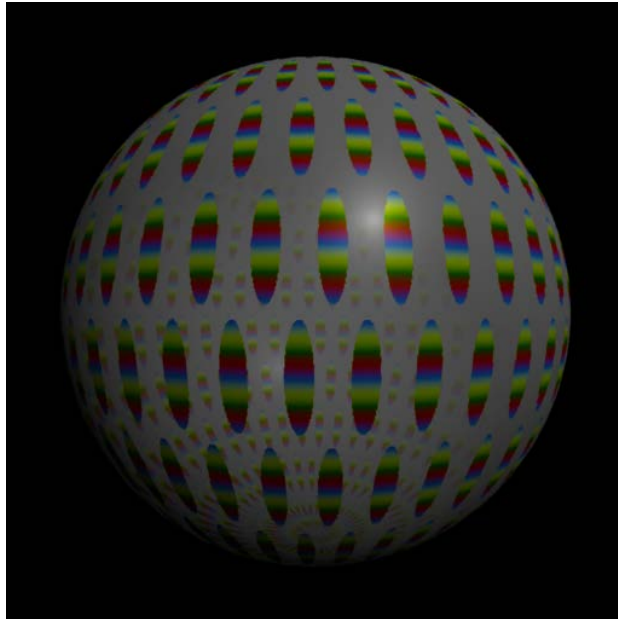- ovals.rib
- ovals.sl

Explanation:

This project was fairly simple, mostly ensuring I could use BVRman and do basic manipulation in the shader. I used the supplied first.sl and the handout's explanation on creating dots to get a working start point. From there, I moved around a few variables so that the image used Ad and Bd instead of Diam for all diameter needs.

From there, I applied the formula which shows if we are in an ellipse, and I had it working nicely. Admittedly, it took a couple hours before I realized how easy it was to plug in the formula, as opposed to the homebrew solution I was trying to make work, which I hope never sees the light of day again.

After that, I decided a simple sphere was too plain. So, I altered the opacity of anything that was not a dot. Then, I made the dots rainbow-colored, because I love making extremely tacky dots.

Pictures:

Side: Bottom: