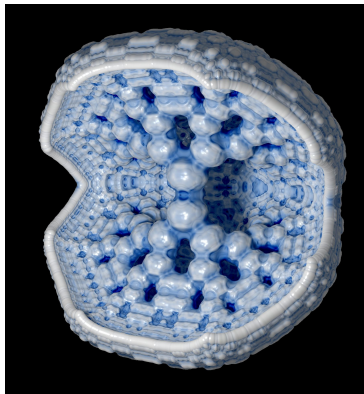


Midterm

Hannah Greiner

Inspiration Images



What I like about the images

- Hexagonal shape language
- Flowing curves that blend into one another
- Flow of small shapes into larger shapes
- Glossy colors

What needs to be done

- New atlas/texture maps
 - Want primary color to appear in raised areas
 - Secondary color to appear where AO would be
- Geometry shaders

Goals and Outcomes

Project Description

Diagrams

Files I worked on