

README - CMPM 163 Assignment 3

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Part B:

A Shadertoy-Style scene in which the fragment shader is responsible for rendering the entirety of the scene. Uses 3 SDFs to generate various object/intersections and includes example code from the Phong Shading example + the Raymarching Part 6 example. The ellipsoids on screen are also textured (texture passed through lighting segments of phong shader). They also converge and align around the origin after some time and then proceed to disperse.

