Shader Practice

CM163 Lab 3

Two sided textures
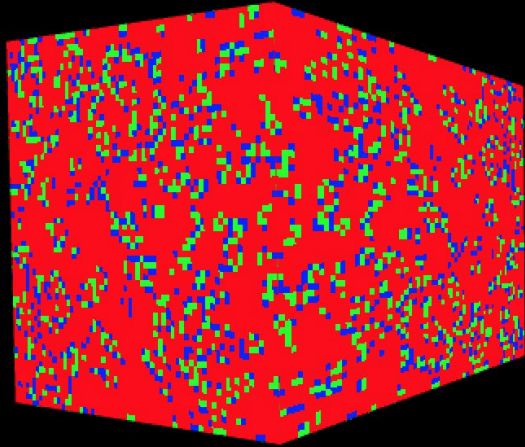

- Modify Phong starter code

- Every mesh is at (0,0,0) in the object space

- If vertex.x in obj space < 0
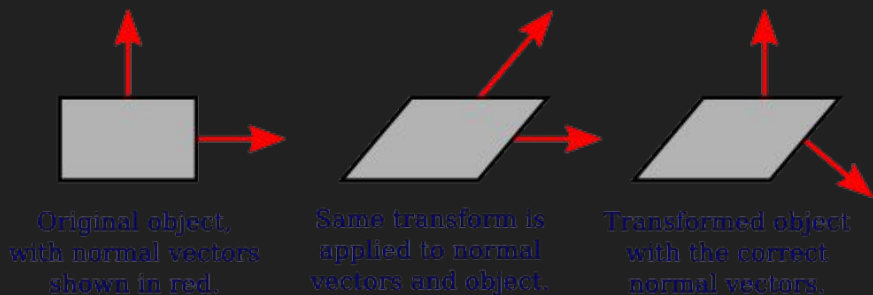
    Texture 1

  Else

    Texture 2

Multi-Color Game of Life

- Modify GoL starter code

- New rules:
  - Dead cell - red color
  - Live cell - blue color
  - Dead to Live cell - green color

Transforming Normal to World Space

Original object, with normal vectors shown in red.

Same transform is applied to normal vectors and object.

Transformed object with the correct normal vectors.

- Lighting is done in world space

- UnityObjectToWorldNormal(v.normal);