Hi, I'm Kevin, a '24 CS major and ENGS minor. I grew up playing sports and have always been a huge football, basketball, and baseball fan, which was why I was initially inspired to draw each ball for my assignment. I'm from Northern California and love to go snowboarding, hiking, and spending time at the beach, so I added a mountain with snow on top as well as the ocean. I also added some clouds that traveled from right to left on the display. In my project, I made the basketball and baseball using the inCircle function and created an inRectangle function to deal with the stitching lines within each ball. The inRectangle takes in two corners of the rectangle and an angle that allowed me to rotate the rectangle for the correct stitching patterns. I also created an inEllipse function (that takes in two radii for the long and short ends) to design a football as well as clouds. The clouds' centers were set as a function of iTime, allowing them to travel leftward on the display. The ocean waves at the bottom utilized my inSineWave function, where I set the shift as a function of the iTime variable, causing the sine wave to move leftward for the wave animation. I used the inTriangle function to create the mountain in the background as well as the snow on top. Lastly, I made the background gradient using the mix function and the fragment location / display height (gl_FragCoord.y/iResolution.y) as the mix weight.