Laboratori G

Funcions GLSL

fract(x)

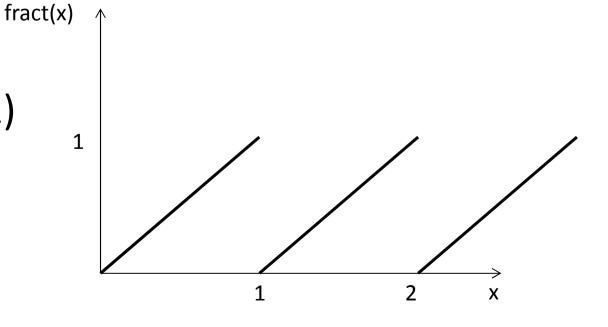
Retorna la part fraccionària de x, calculada com

x - floor(x)

• Domini: Rⁿ

• Recorregut: [0, 1)

• Període: 1



mod(x,y)

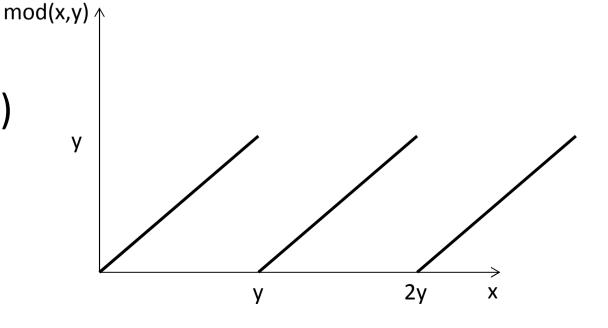
Retorna x mòdul y, calculat com

x - y * floor(x/y)

• Domini: Rⁿ

• Recorregut: [0, y)

• Període: y



dFdx, dFdy - exemple

float fx = dFdx(color.r); float fy = dFdy(color.r); fx = 0.5 - 1.0 = -0.5 fx = 0.5 - 0.0 = 0.5color.r = 0.5 color.r = 0.5

$$fy = 1.0 - 0.0 = 1.0$$
 $fy = 0.5 - 0.5 = 0.0$