

## Tring to make a water simulation shader

- Try to implement a sine wave like water wave. I found a paper at *GPU Gems: Chapter 1. Effective Water Simulation from Physical Models* , authored by Mark Finch and Cyan Worlds. I would dive in and than implement my own shader.
- May adding some noise to the shader waves. These noise my be a little different from what we done in homeworks because I want to make it realistic.
- Last thing, if possible, I would adding cube mapping to create a reflection effect.