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Homework 3: Part B

For my final project, I will be creating an incredibly disorienting effect to emulate what would be a paradox for our CMPM 172 videogame. To create this effect, I'll be creating a variety of shaders that produce different types of effects. I want to create a shader that produces an inversion of colors. To do this, I'll first have to convert vertex positions from object space to clip space so they can be rendered. I will grab the source color from the main texture and invert the color by displacing with subtraction. This would cause the colors to invert and change creating the post processing effect. Additionally, I'll create a type of blur effect to make the scene appear out of focus. To do this, I would iterate over the pixels to create either a box blur or gaussian blur. I'd calculate custom uv positions to add color at those position to emit the blur. Lastly, I'll create an effect that distorts the shapes of the models in the scene. I'd have to offset the textures by grabbing them and calculating shifting the coordinates with time.