

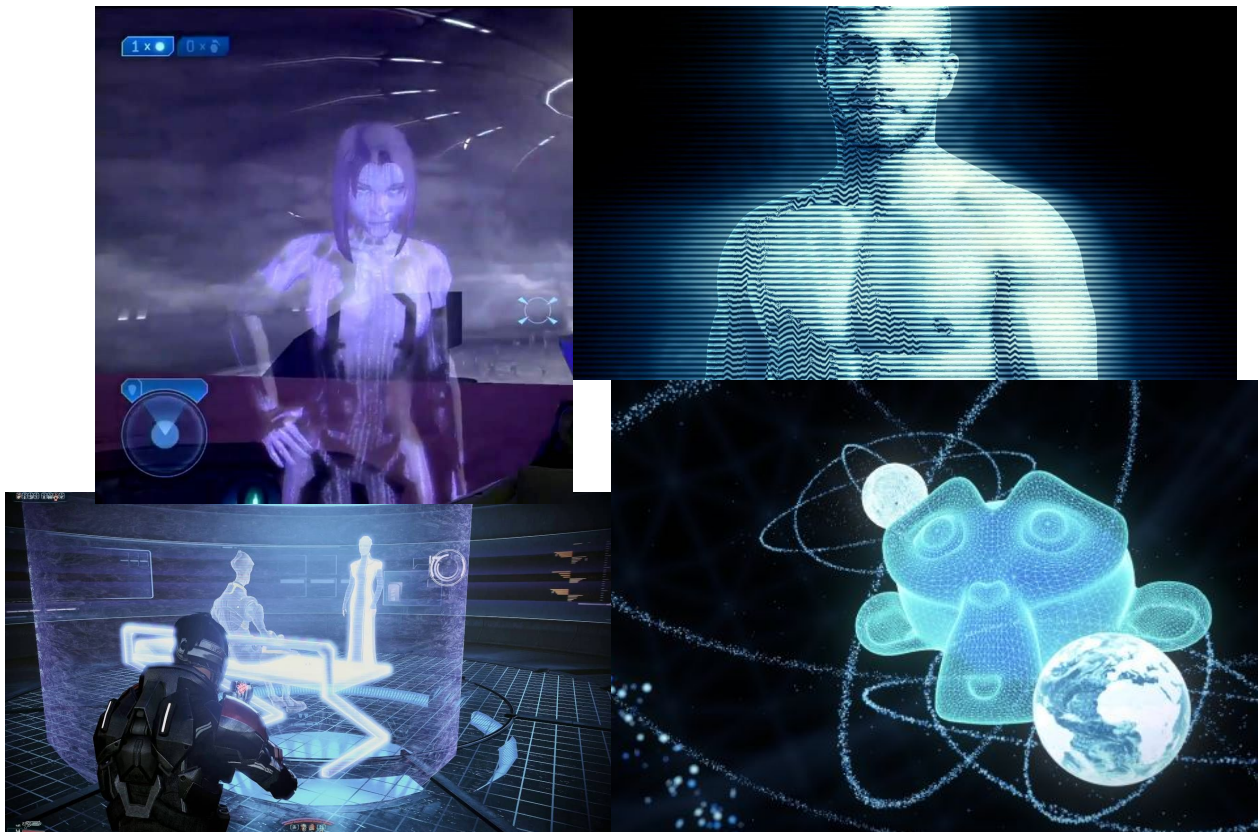
HOMEWORK 3 - PART C

Planning Our Final Project

Nick Warren, Harp Mahli, James Garbagnati, Nicholae Christofferson

For the final project, we will be creating one or more custom shaders in Unity. We will take GLSL concepts from class, and learn how to recreate them using shaders in Unity.

Our main goal is to recreate a hologram shader effect, similar to the pictures below:



We also want to try and make the shader as general and modular as possible, so parameters can be edited in Unity to create a desired effect.

Based on our observations, we see that the shader used various patterns and stripes that animate over time. The patterns could be using set values and distances, or simply a noise texture (depending on the style). There is also often a glow/bloom effect, which could be done in a similar way to the image processing assignment. Each pixel is essentially blurred around the outside of the mesh to create this effect. It also doesn't usually have any reactions to light.