Final Project Proposal

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1 Description

1.1 Setup

GLSL shaders and glman will be used to do final project.

1.2 Expected Final Project

I believe that everyone has dreamed of having their own little Jurassic Park at least once. With the power of computer graphic shaders, I aim to bring this small dream to the final project.
There are three different dinosaurs that have their own colors and some optical effects in the park. So, the program will handle these concepts:

- Color blending

- Noisy effects
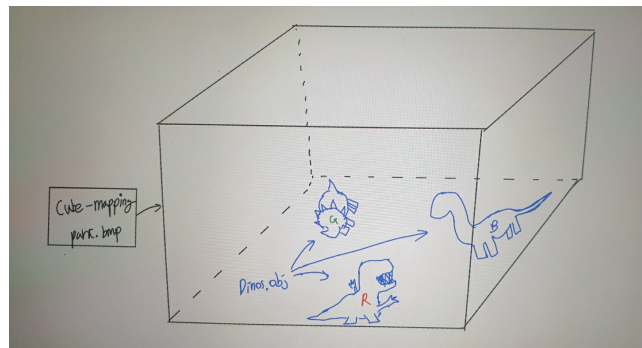
- Cube mapping

- (if possible) Geometry shaders

Figure 1: Conceptual illustration of the proposed project

As can be seen in Figure 1, three different dinosaurs have their own colors (Red, Blue, Green) and the park background can be applied by cube-mapping. If geometry shaders (The Geometry Shaders- Project 7A) can be applied into this project, the result would be better than the result of the current expectation.