



^ look of the glass

- “Glow” effect
- Make sure the glass is bright and lit up properly
- Glass intersections and interactions



^ light cast onto the floor

- Angle of the lights changing
- Make adjustable light source (sun) that can move through the windows together and show the light interaction
- Projected onto the floor



^ glass from projection picture above

- Super neon and bright
- A mish-mash, no particular order of colors
- Making an interesting wall that can display a lot of color variants



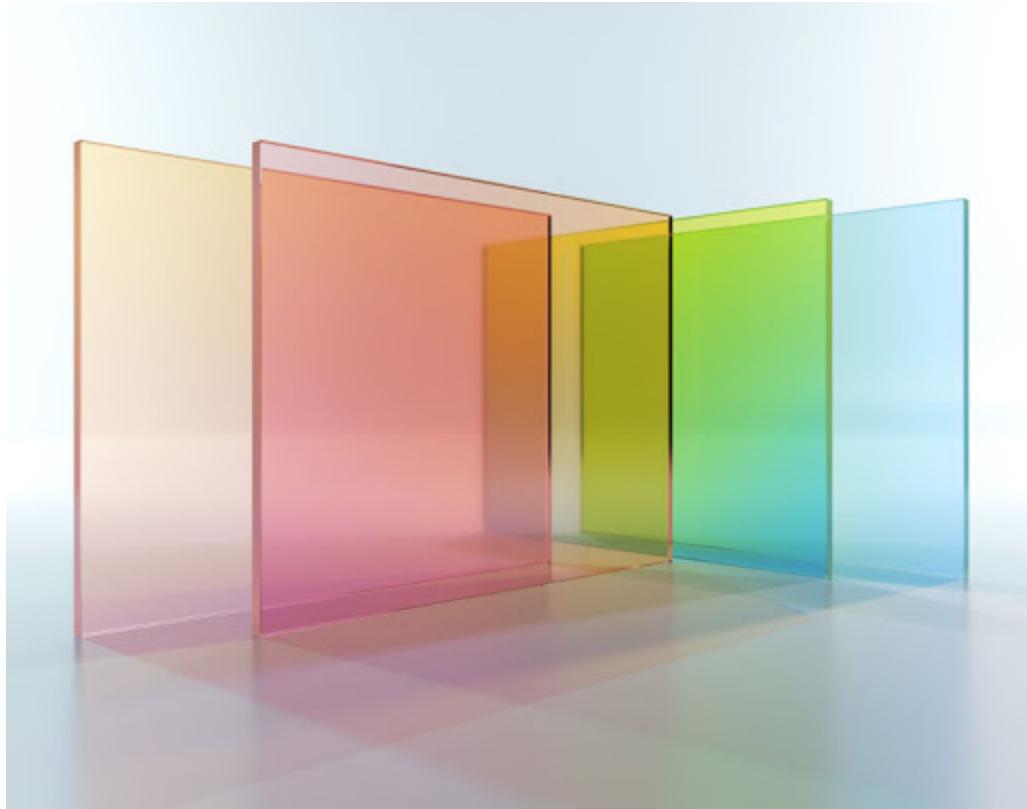
^ projection rays on the ground again

- Other reference is brighter, this one shows directional movement from plane- Square pane goes further out into a trapezoid shape
- Light expands accordingly to light source- this source is right behind the frame and thus expands really far on the table as the rays get further away from the glass



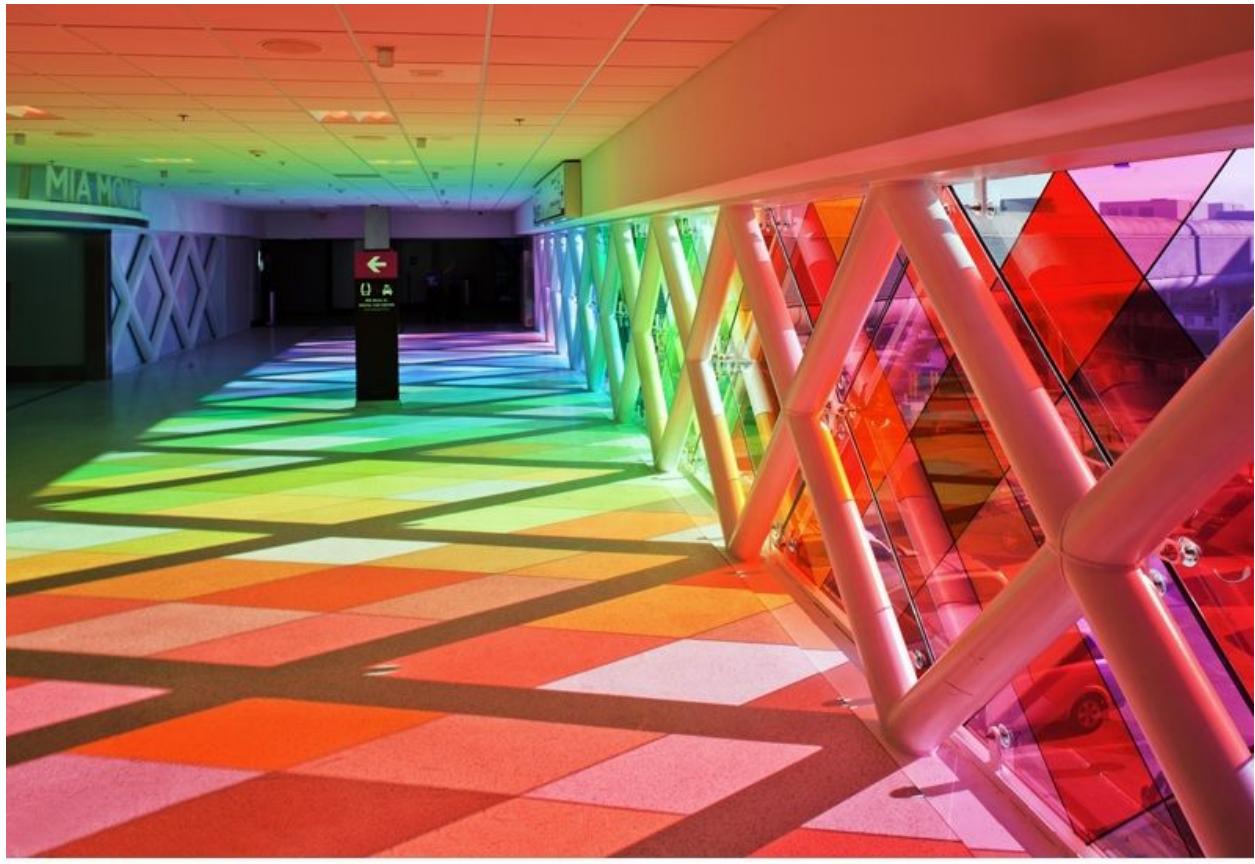
^ top right specifically

- 3d object projection through sphere
- If we could make projection through different shapes and not just a flat plane
- Can see light source through the glass- obvious where the best strength is coming from
- Effect of light on the planes- ripple effect and distorted



<sup>^</sup> look of overlap

- Pieces have projections that overlap each other and alter the colors projected
- Look of the glass changes when overlapped
- Really want to emphasize this- the manipulation of the lights with the shader



^ vibrancy

- Don't make the glass this uniform or separated
- Vibrancy of the colors is ideal
- Obvious projection of what piece is casting where on the plane



^ need more projection than this

- Probably will be related to lighting intensity/angle?
- Don't want this very vertical projection- focus much more on the diagonal/horizontal projection