

Reflection:

I felt pretty confident doing all the shaders today. I felt like I understood how they were implemented, and I found experimenting with all of them and seeing what they could do to be very fun. I feel like the only real hurdle for this will be to understand how to convert all of these shaders to the Shader Graph format, as I feel more comfortable with creating shaders that way. However, I feel confident that I will be able to do it, and if I need any help I can always ask the TA for assistance in our tutorials.







