Advanced Graphics

Lab 9 - Writing fragment shaders

Due: Demo before the end of the lab. No submissions

Objective for this lab:

1½ Marks

Maximum points: 10

One mark for esthetics

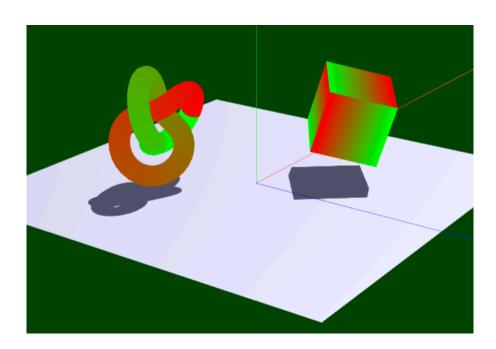
- To be able to read and understand code
- Write your own fragment shader
- ,
- You are required to do only ONE Part (see table at the end)
- A plane without the shader applied, and four cubes
- Do all the assigned problems on your own.

Part A

You will write four shaders to do the following:

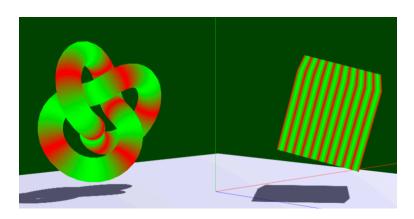
1. To produce a single blend of red to green from left to right.





2. To produce at least 10 blends of the above patterns





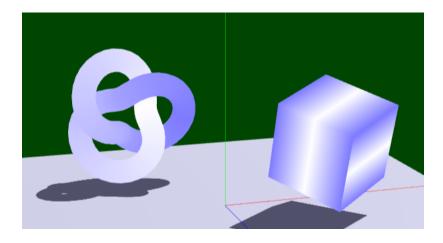
- 2 Marks
 3 Marks
- 3. Animate step #2 so that the blend pattern moves continuously from left to right
- 4. Animate step #2 so that the blend pattern oscillates horizontally.

Part B

You will write four shaders to do the following:

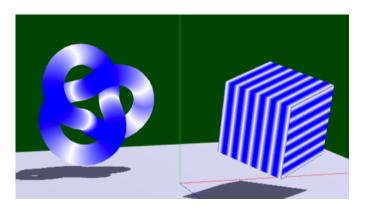
1. To produce a single blend of white to blue from center outwards.





2. To produce at least 8 blends of the above patterns







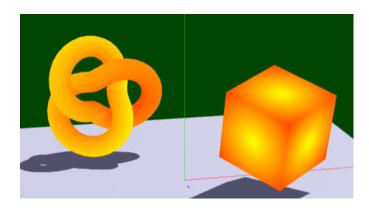
- 3. Animate step #2 so that the white bands expands and collapses to give all white and all blue.
- 4. Animate step #2 so that the blend pattern oscillates horizontally.

Part C

You will write four shaders to do the following:

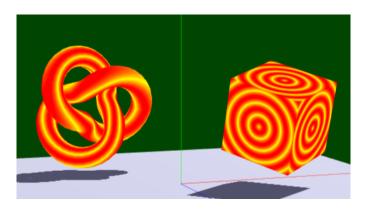
1. To produce a circular blend of yellow to red from center outwards.





2. To produce at least 5 blends of the above patterns







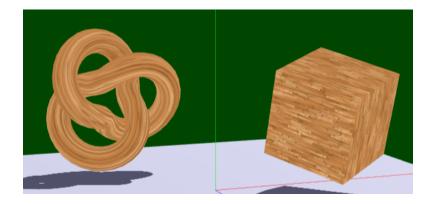
- 3. Animate step #2 so that the yellow rings expands and collapses to give all yellow and all red.
- 4. Animate step #2 so that the blend pattern continuously outwards or inwards.

Part D

You will write four shaders to do the following:

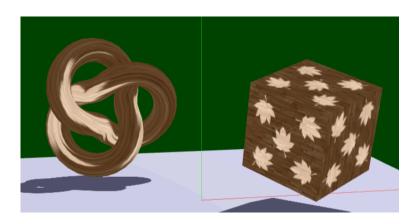
1. To overlay a texture onto the geometry.





2. To overlay two texture onto the geometry

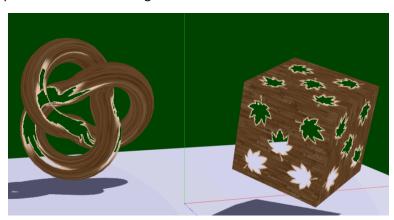
2 Marks



2 Marks

- 3. Animate the display so that the output merges from one to the other texture.
- 4. Remove part of one texture using a mask of the other one.

3 Marks



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Student Name	
Afong, Jonathan	Part A
Alexandre, Frederico B.	Part B
Bindhray, Jobandeep S.	Part C
Cai, Zhaoning	Part D
Campbell, Kristian N.	Part A
Chavda, Purvi D.	Part B
Cheang, Heng	Part C
da Silva, Rodrigo J.	Part D
Desai, Jalpen D.	Part A
Fernandez, Aldrin B.	Part B
Gururaja, Megha	Part C
Heraldo, Winston T.	Part D
Hunte, Gabriele C.	Part A
Koczkodaj, Winston	Part B
Koo, Brandon C.	Part C
Li, James	Part D
Lindner, Morgan W.	Part A
Lovell, Jayce W.	Part B
Ly, Aron	Part C
Mohsin, Mohammed	Part D
Nahapetyan, Sargis	Part A
Ngo, Trung Kien	Part B
Panchal, Shyam Aniruddha	Part C
Patel, Abhi P.	Part D
Patel, Raj J.	Part A
Popowski, Andrzej	Part B
Punia, Rekha	Part C
Rao, Kashish	Part D
Santiago, Lance Angelo A.	Part A
Sharma, Bhaskar	Part B
Singh, Sandeep	Part C
Sodha, Pruthvisinh J.	Part D
Stokes, Daniel	Part A
Sun, Yueyang	Part B
Tang, Jia Bin	Part C
Tripathi, Gaurav	Part D
Vargas, Marvin Jupiter R.	Part A
Wright, Vincent	Part B
Yoon, Sun Mi	Part C
Zhang, Yu Yi	Part D
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