Computer Graphics - Assignment 4

1. Toon Shading – The implemented rendering method uses 4 tones of a single color to give the flat-shaded effect to objects. I have used the following resource as reference for silhouette enhancement [Unity – Toon / Cel Shading Tutorial] and figured how to do it in OpenGL's shaders.

2. The input object are teapot, Icosahedron and Torus that are provided as a built-in shapes by GLUT.

3. The code is written on Visual Studio in C++ and OpenGL. The cartoon effect is achieved by manipulating the fragment shader to shade the object in different tones based on the orientation of surface normal relative to the light vector. GLEW and GLUT libraries have been used to set up OpenGL.