

# Moebius - Hatching shader

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General topic

**Non-realistic rendering**

Basic math concept

**Kernel image processing**

Number of parameters adjustable by user

**The unity scene, 9 shader parameters**

Format and maximum supported resolution of exports

**PNG, currently 7680x4320, can be changed to potentially infinity**

Used tools

**Unity, C#, Shadergraph**

Dependencies needed to run the application

**Unity for the editor, x64 computer for the build**

