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CS 457

CS 457 Project #5 – Giraffe Poster

For this project I ended up placing a kind of "Matrix" (as in the movie, rather than the mathematical device) effect upon the giraffe. Essentially, the numbers one and zero make up the "skin" of the giraffe and are also moving with a velocity dependent upon the numbers location upon the giraffe. This is done by using the s and t coordinates to make a grid made up of squares of side length uSideLength (a uniform float that is controlled through a slider). Each of these square is a 2x2 identity matrix, created by colouring fragments that fall in the appropriate locations green, and discarding everything else. The giraffe was then animated by using the built in timer to modify to the s value that is passed into the function that determines whether a fragment is coloured green or discarded.