



# CS557 PROJECT #7



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GLSL is such a powerful shading language which can generate image in a fly. It's been fun generating images by writing very few lines of code.

This was one of the interesting and creative project in this term. I spent much of the time, thinking of what to do. Due to my commitment to my research, I wasn't able to give much time to this project. So I came up with an idea of giving bunny a hairy real texture and then give bunny, its world. For texture, I have used a mixing using **s** and **t** coordinate of the texture. Then I applied cube mapping taught in the class. The results with different values of **uBlend**, **s** and **t** coordinate is shown below. The code and the image for poster is attached in the project folder. I would like to have the title of the poster as **"Bunny's World"**.



**Figure 1**



**Figure 2**



**Figure 3**

**(Note: textures used in this project are taken from internet through google search)**