Name: Sheng-An Yu
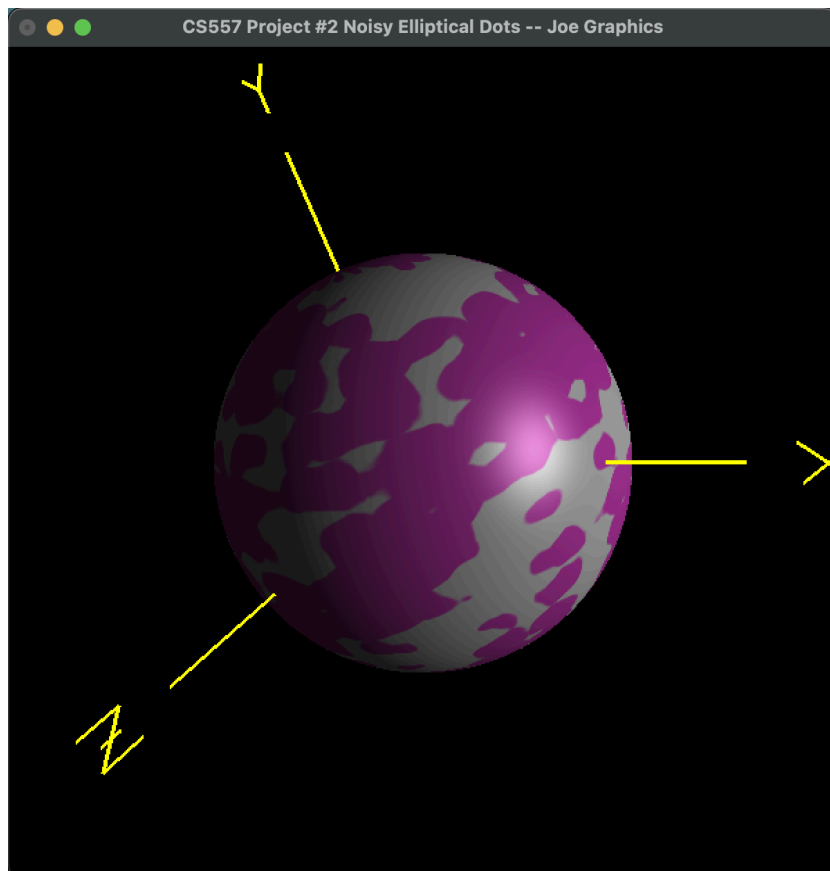
Email: yushe@oregonstate.edu

Project name: Project #2

Noisy Elliptical Dots

Description:

First of all, I modified the pattern.vert file by declaring global variables " sampler3D uNoiseTexture", "uNoiseFreq" and "uNoiseAmp". I used x, y, and z values to calculate the noise frequency value.

For the sample.cpp file, I declare two variables uNoiseAmp and uNoiseFreq. Then I added the ReadTexture3D function to load the noise file. This function is called by the InitGraphics function. Finally, I set up two keystrokes to change the uNoiseAmp and uNoiseFreq values.

Shader screenshot:

Video Link:

https://youtu.be/hkkzMl56a3I