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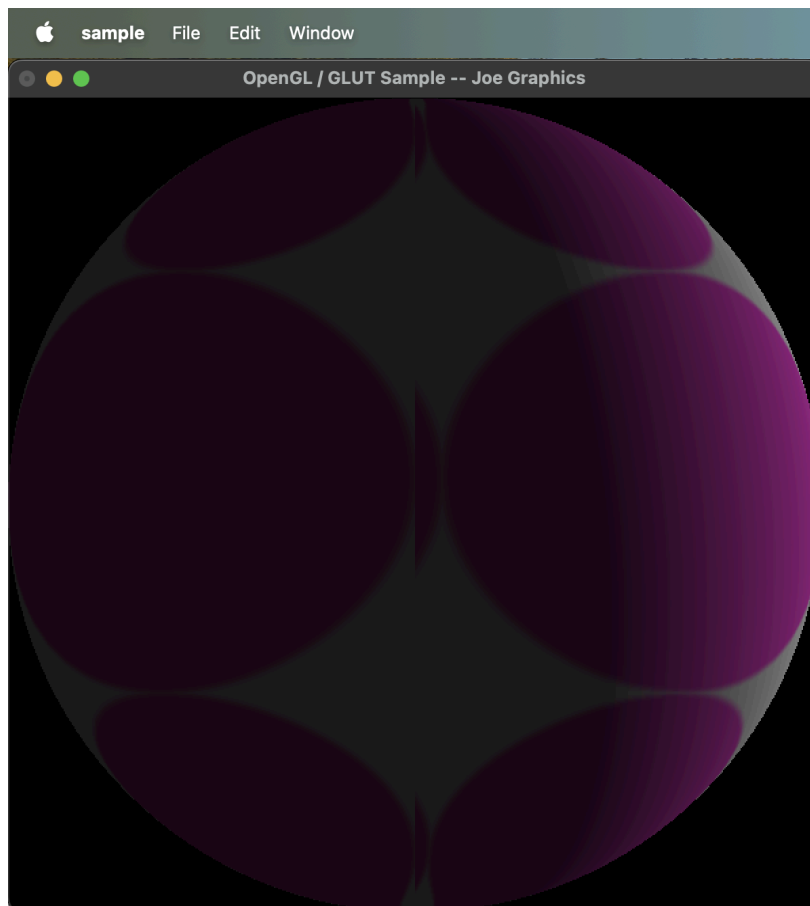
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Project name: Project 1

Draw Elliptical Dots

Description:

First of all, I modified the pattern.vert file by adding " vMC model coordinates" perimeter. I tweaked the "LightPosition".

Secondly, I modified the pattern.frag file. I added three global variables uAd, uBd, and uTol at the top of the file to receive dynamic values from sample.cpp. I declared three constance OBJECTCOLOR, ELLIPSECOLOR, and SPECULARCOLOR to set up the color. In the main function, I used the equation from the class slide to calculate the position of each fragment relative to the s and t. I used that result value to draw elliptical dots and smoothstep() the dots. For the sample.cpp file, I used keytimes to let Ad, Bd, and Tol to change its values based on time.

Shader screenshot:

Video Link:

https://youtu.be/kfOMb6G26d0