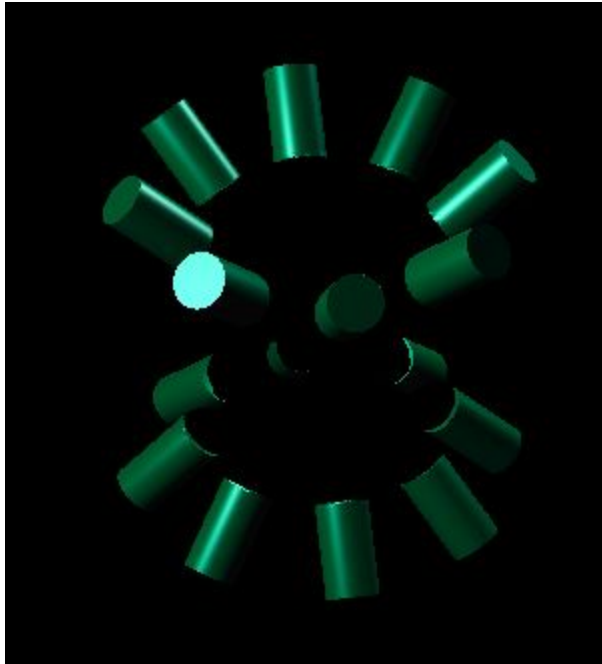


Part B: <https://shmihayegithub.github.io/hw3/Homework3B>



For my ShaderToy fragment shader I build this crazy object out of cylinders that looks like it belongs in a Doctor Who episode. Eight cylinders rotate around and change color while a subtractive sphere inverts, showing only half of the cylinders at any given time. This cool effect is achieved by multiplying the sphereDist by the sin of the current time. When this value is positive, the sphere distance function behaves normally, but when it is negative, the geometry becomes everything but the sphere!