

## CS550(INTRODUCTION TO COMPUTER GRAPHICS)

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**PROJECT NUMBER : 5**

**PROJECT NAME : Shaders**

**VIDEO : [https://media.oregonstate.edu/media/1\\_686bhsrx](https://media.oregonstate.edu/media/1_686bhsrx)**

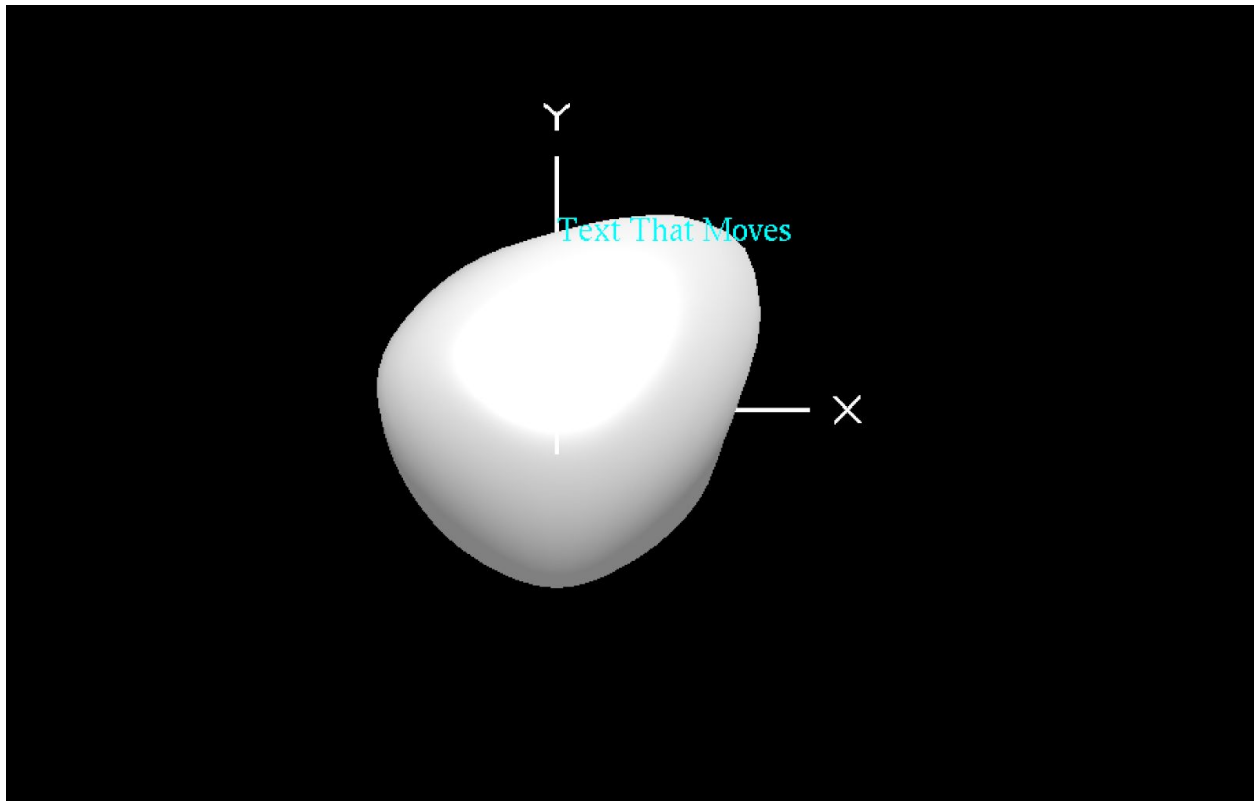
Lighting is used in this project.

Selecting which shader changes work can be done by using the menu or keyboard.

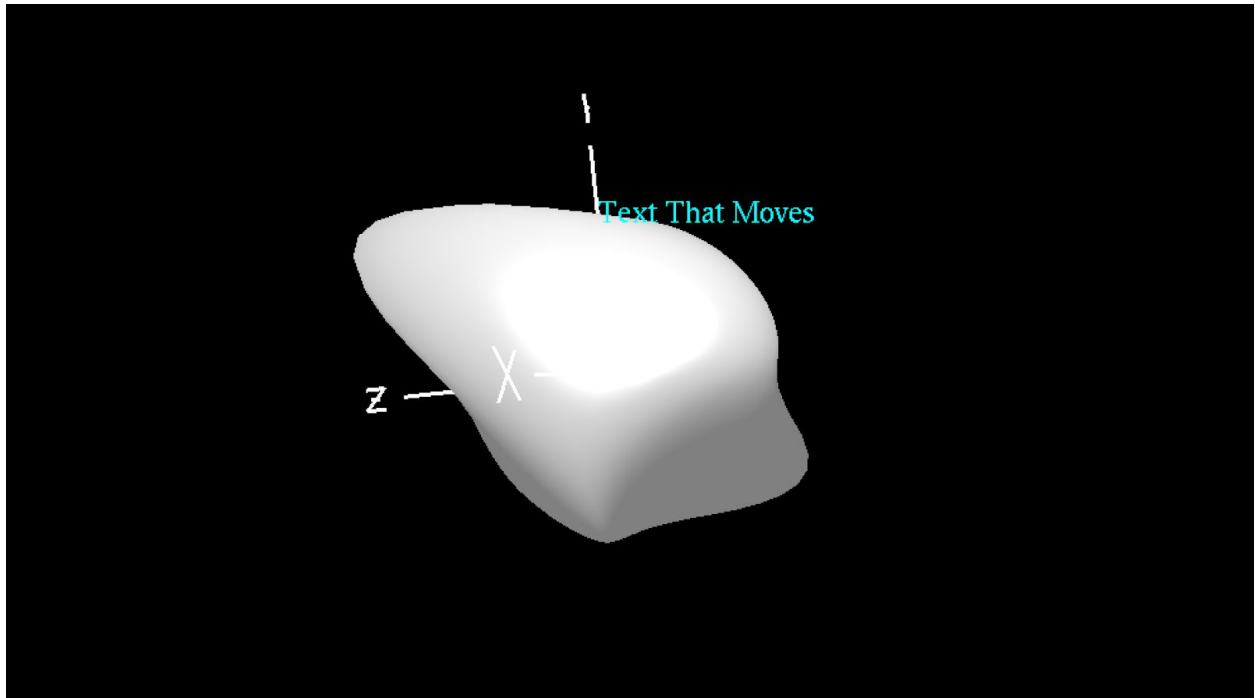
There are four options in the menu for animation. The first one is for neither vertex shader changes nor fragment shader changes working. The second one is for only vertex shader changes working. The third one is for only fragment shader changes working. The last one is for both vertex shader changes and fragment shader changes working.

When 'b' is pressed on the keyboard, both vertex shader changes and fragment shader changes will work. When 'f' is typed on the keyboard, all animations will be frozen. When 'F' is pressed, only fragment shader changes will work. When 'V' is typed, only vertex shader changes will work.

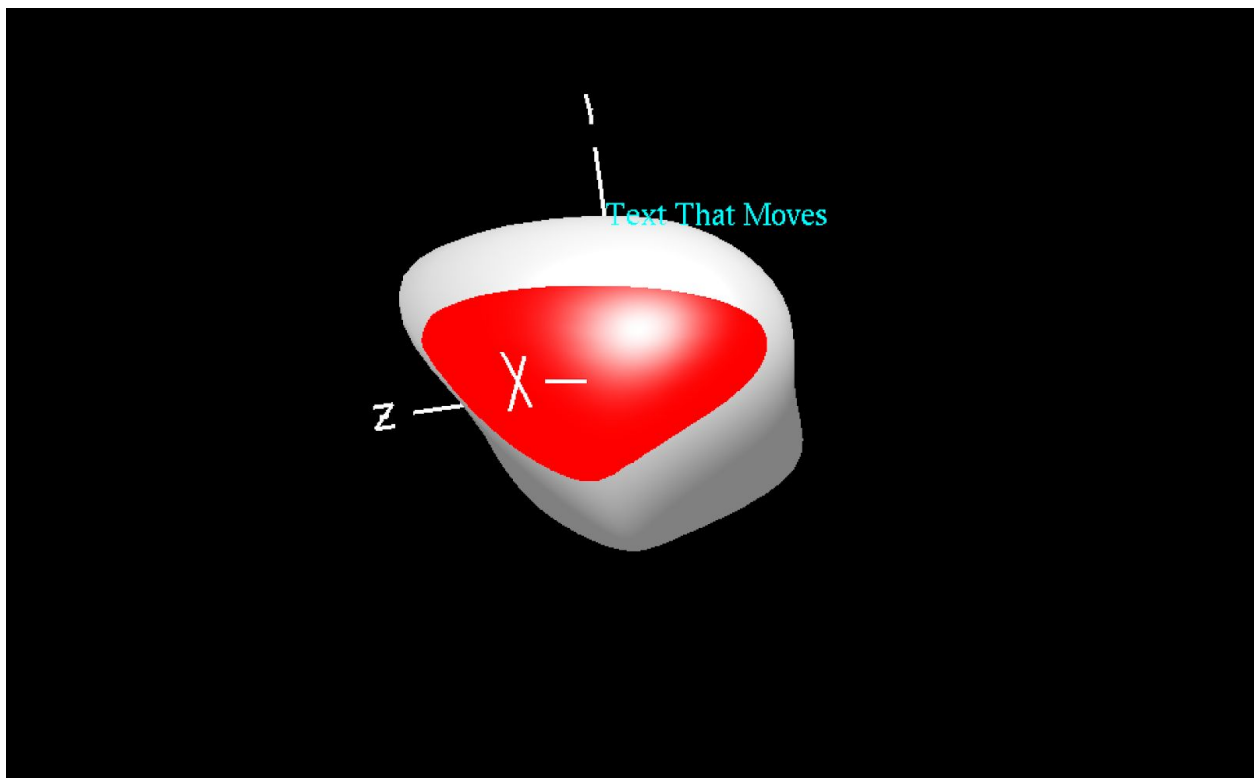
The original object is a sphere. After changing the vertices of a sphere were changed, it looks like the following object.



The following picture was taken while only the vertex shader changes were working.



The following picture was taken while only the fragment shader changes were working.



The following picture was taken while both the vertex and fragment shader changes were working.

