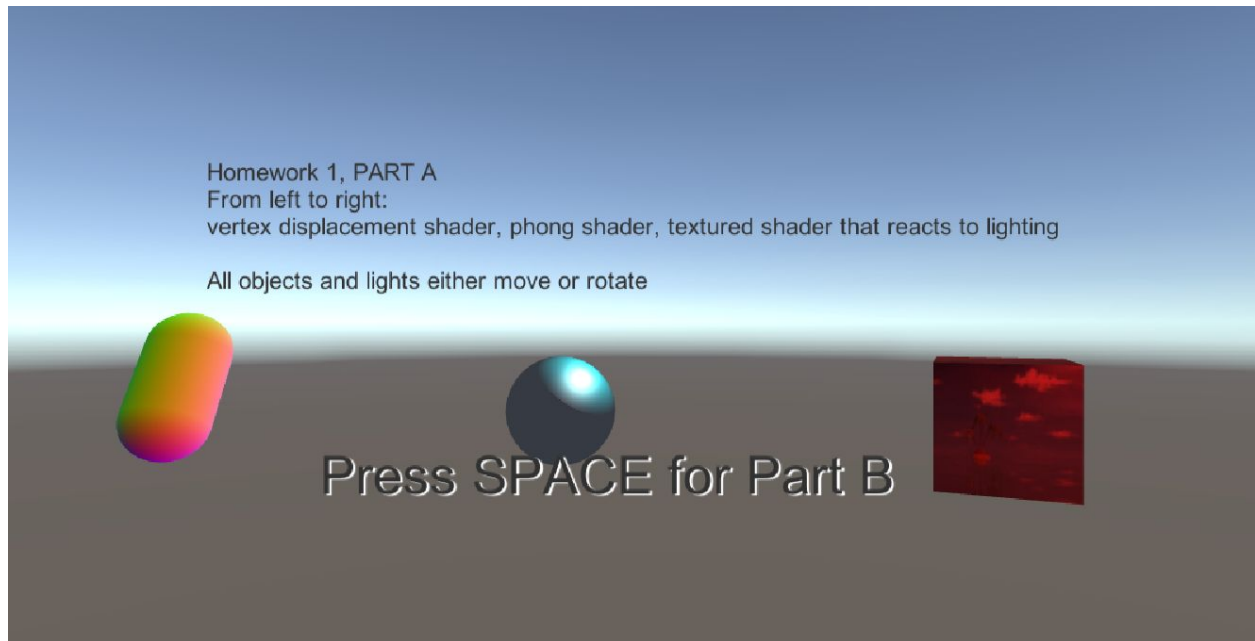Terrence DuBois

CMPM 163, Homework 1 Parts A,B,C

In this project I learned how to implement basic shaders into the Unity Engine. In part A, I applied a vertex displacement shader which actually affects the vertices on a capsule mesh, but without changing the object's collisions.

In part B, I made a shader that blurred a texture (an image on a material). The amount of blur can be controlled with the arrow keys, demonstrating the passing of a variable from a C# script to a shader script.

In part C, I recolored a shader that performs a "Game of Life"/Cellular Automata simulation. I made it so living cells are colored yellow, cells that are going to come alive are colored white, and dead cells are colored blue.