Final 163 Project

3 Lanky Boys
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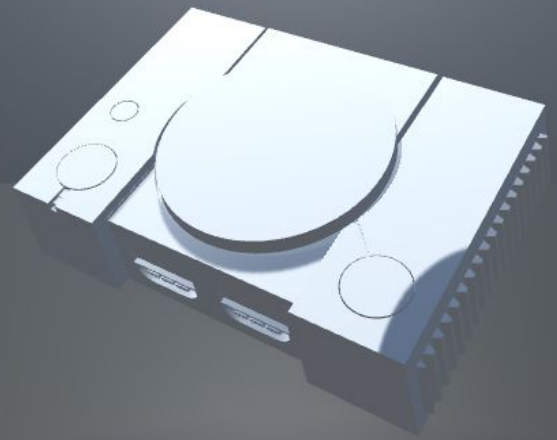
Abstract

PS1 console in a void surrounded by game footage.

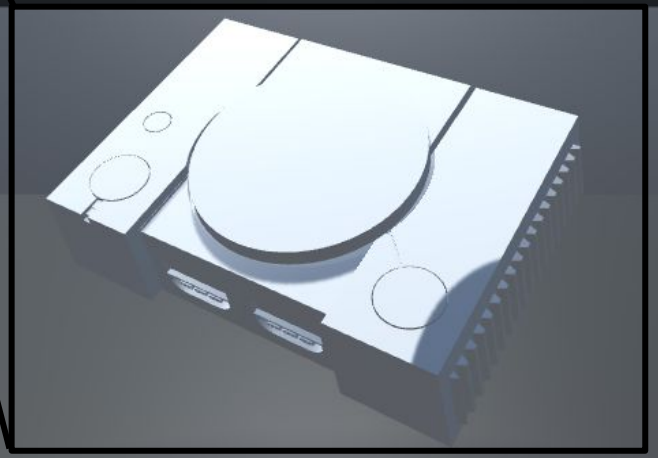
Starts with camera pointing at PS1 opening placed on a texture with CRT effects, then zooms out past ps1 console.



Console can be affected with model shaders, and can take in different games and show gameplay with the post-processing effects.

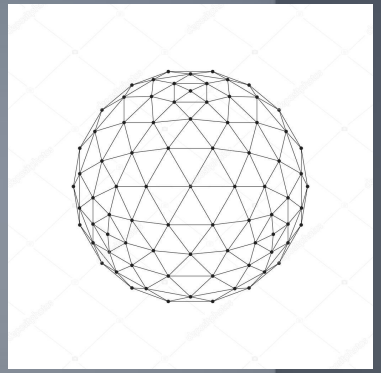
Console Model

tinkerCAD created PS1 model, with openable disk flap

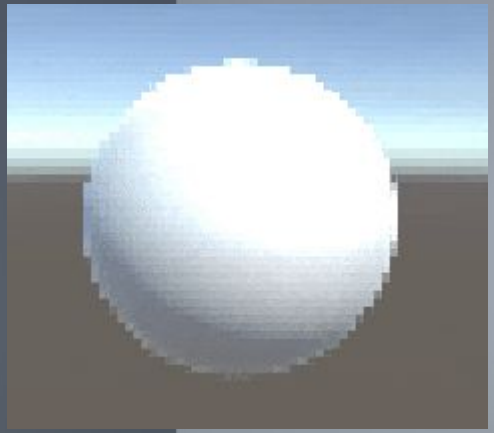


Console Shaders

Modify the mesh of the console using vert/frag shaders

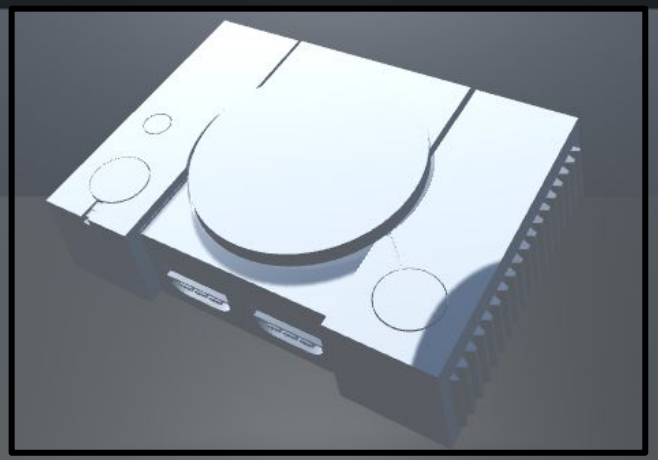


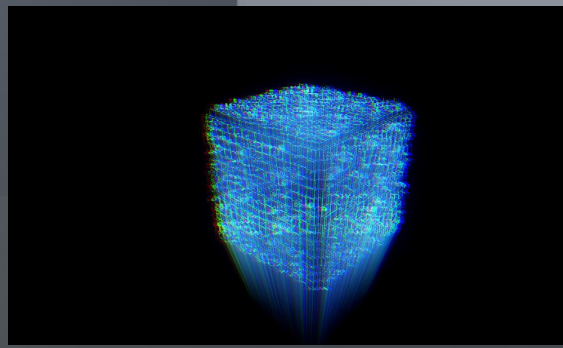
Wireframe



Pixelized

CD Reflection

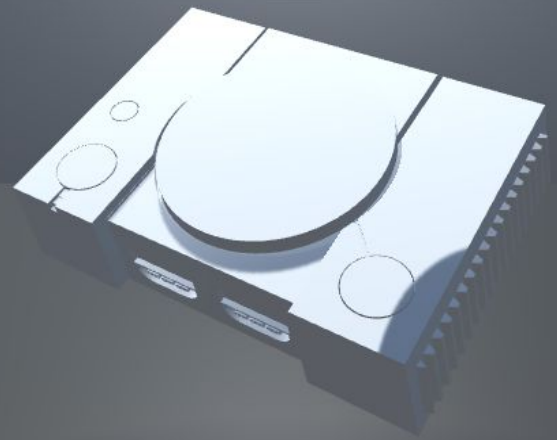


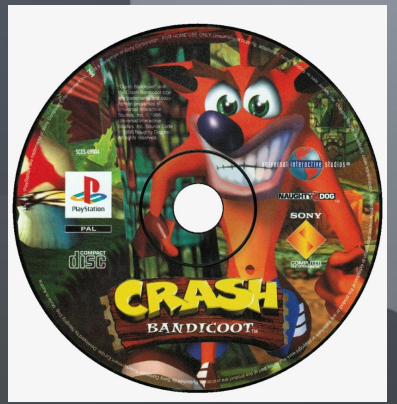


Hologram

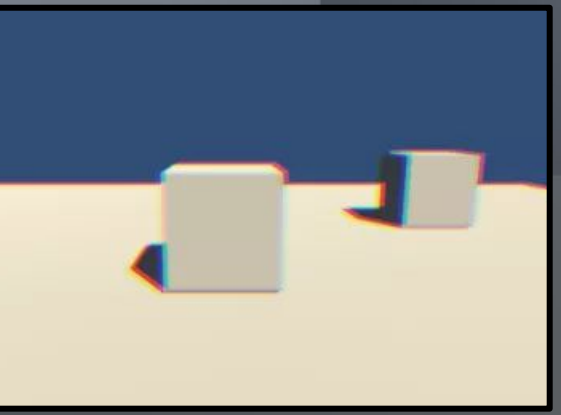
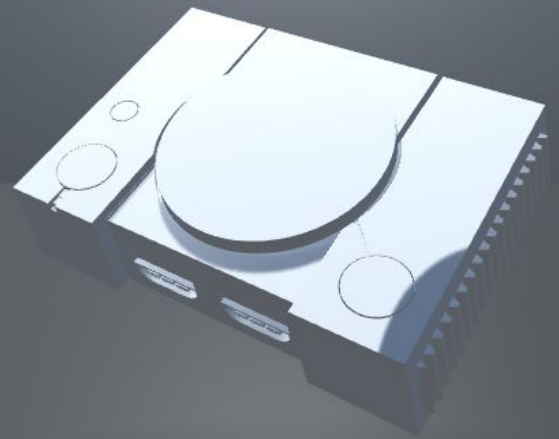
Running Games

Disk can go into console (animated tween), changing the video output of the background





Video Processing

post-processing video shaders, rendering to texture

- Scan Lines
- Static (Horizontal Noise)
- Chromatic Aberration
- Corner Curvature