CS 184 Final Project
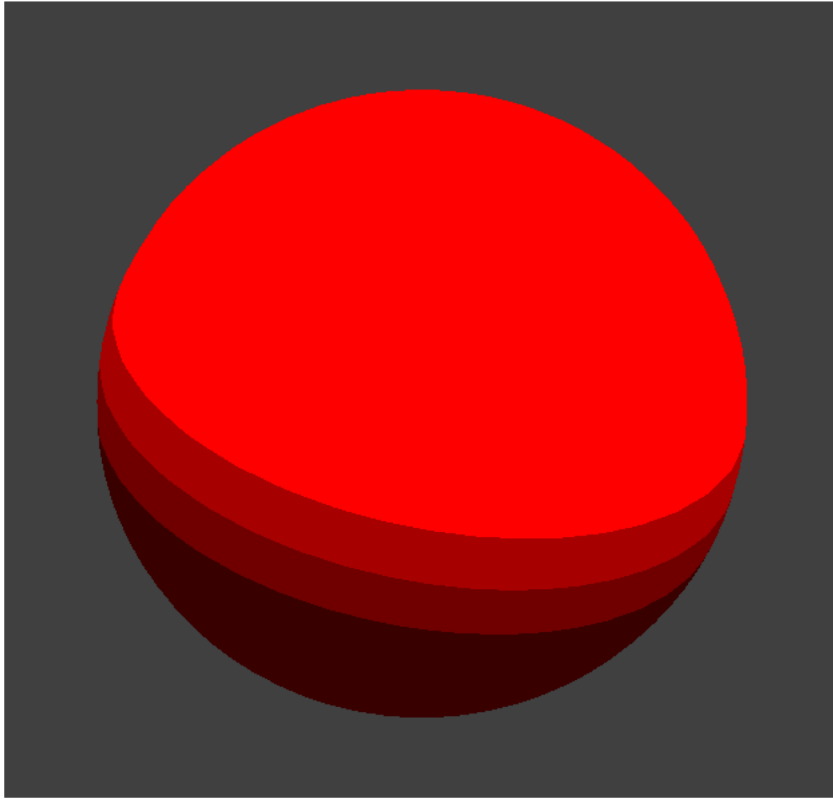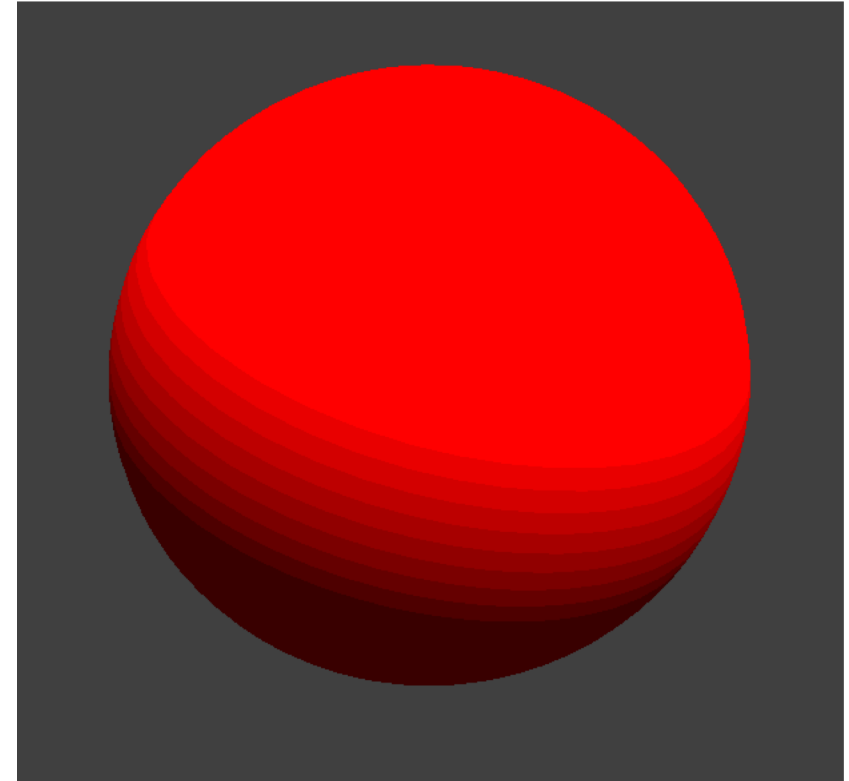
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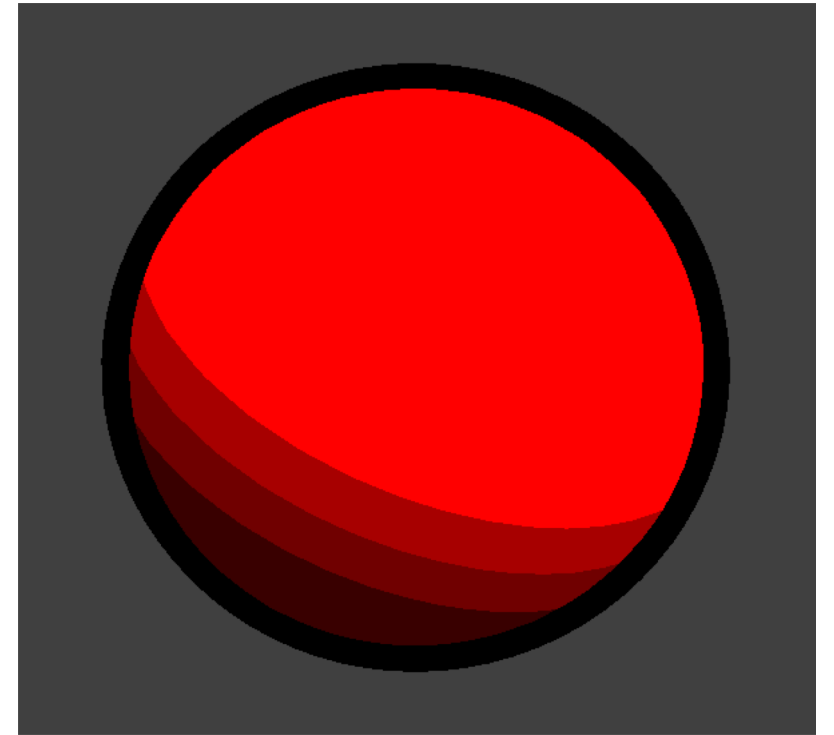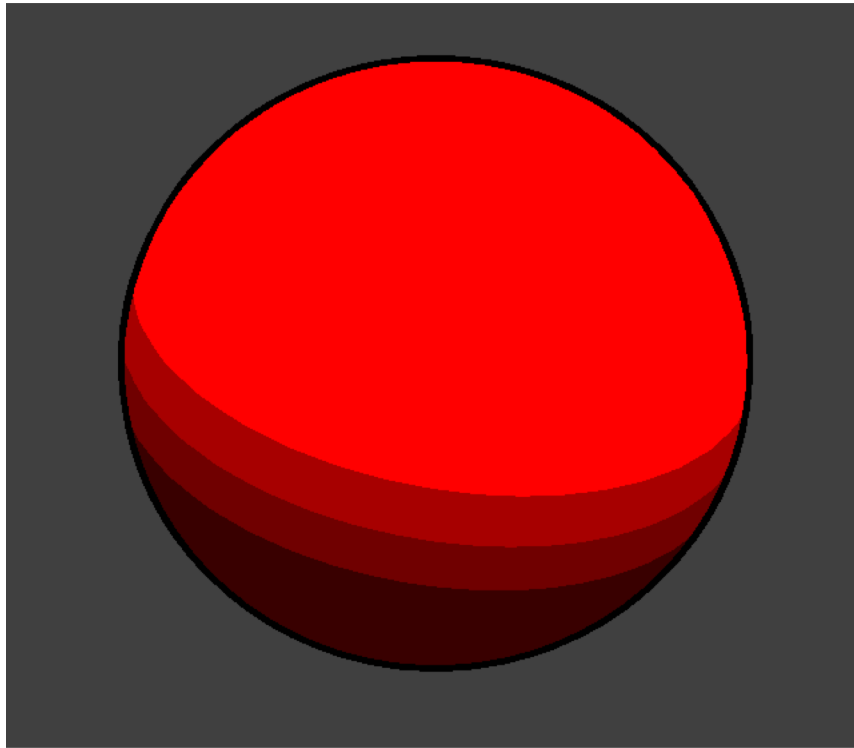
Preliminary Results


4-band Cel Shaded Sphere

10-band Cel Shaded Sphere

Adding bands to the shading for the sphere makes it look more toon because instead of the uniform shading we are used to in ordinary rendering, we want to discretize the values of luminance.

Enhancing the Results

After adding the bands, outlining the object was the next step. These outlines are typically just edge detected boundaries within the image.

Changing the Size of the Specular Highlight
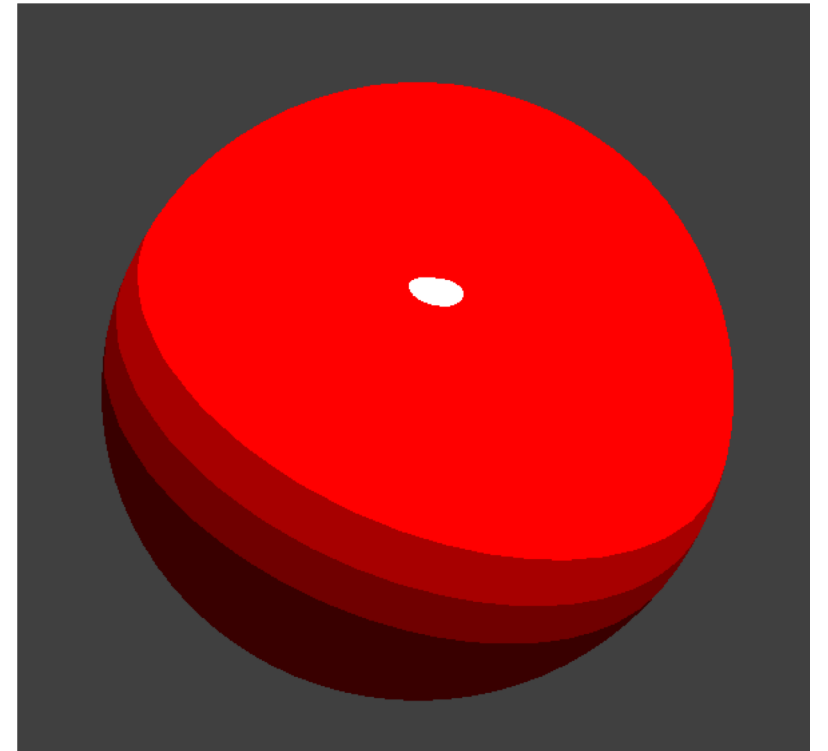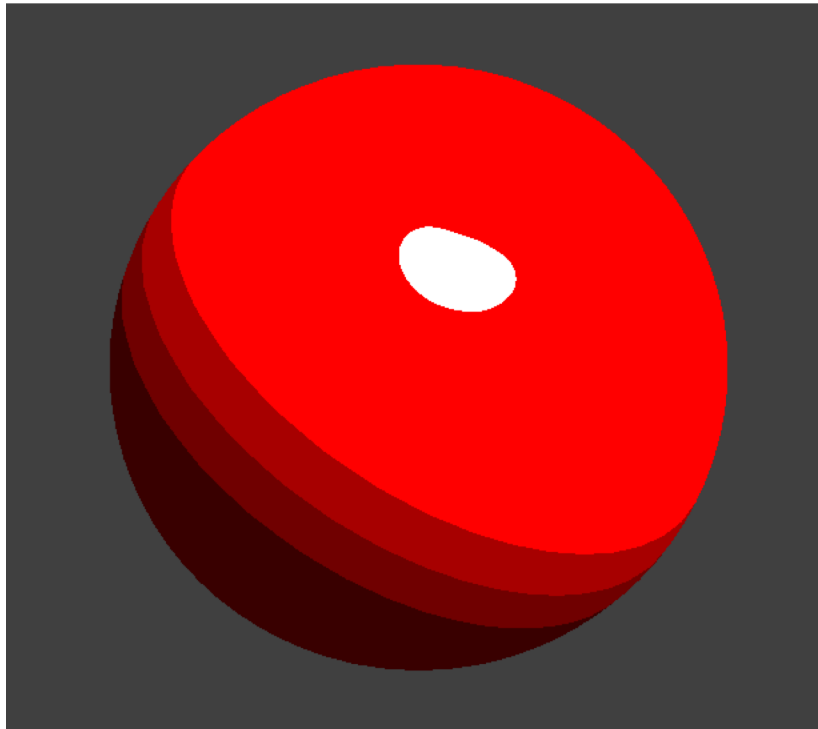
The specular highlight is the white blob that reflects the immediate impact of the light source. Changing an eta value can allow you to change the size of the highlight. This is going to be added as a runtime parameter for our GUI.

Video of the Resulting Shader run on Proj 4