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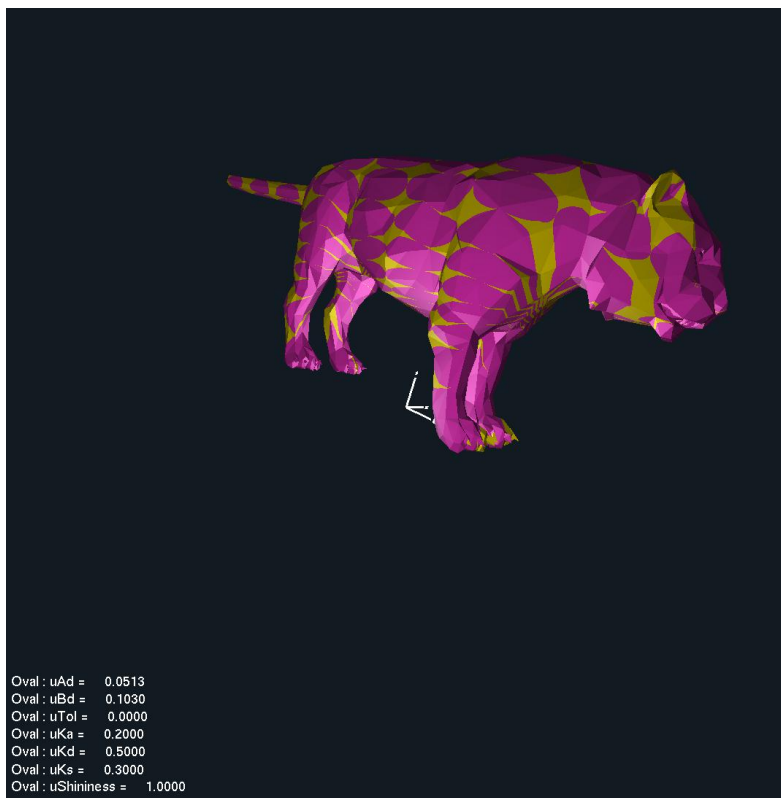
CS\_557\_X001\_W2022 COMPUTER GRAPHICS SHADERS

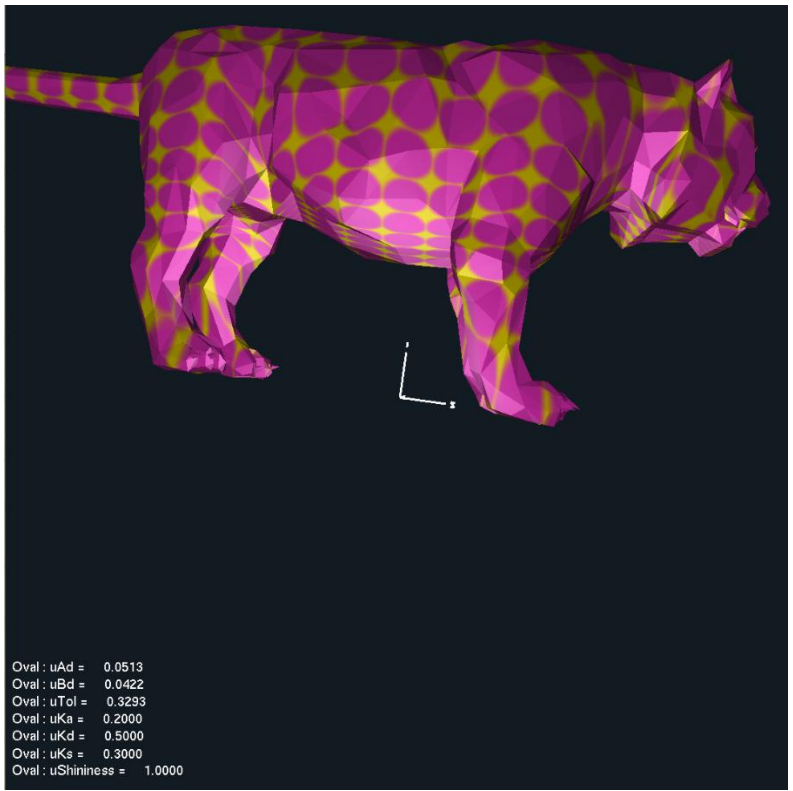
Project #1

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Screen Shots:

Kaltura link: [https://media.oregonstate.edu/media/t/1\\_skkulkd2](https://media.oregonstate.edu/media/t/1_skkulkd2)





## Key snippets:

```
Vertex    oval.vert
Fragment  oval.frag
Program   Oval \
    uAd <.001 .1 .5> \
    uBd <.001 .1 .5> \
    uTol <0. 0. 1.> \
    uKa <0. .2 1.> \
    uKd <0. .5 1.> \
    uKs <0. .3 1.> \
    uShininess <.01 1. 10.>
Color 1. .2 .8
Obj tiger.obj
#Sphere 1 50 50
```

```
float results_of_ellipse_equation = ( SQUARE((vST.s - sCenter)/Ar) + SQUARE((vST.t - tCenter)/Br));
float t = smoothstep(1.-uTol, 1.+uTol, results_of_ellipse_equation );
```

```
vec3 finalColor = mix(vColor,dotColor,t);
```