

CS557 Final Project

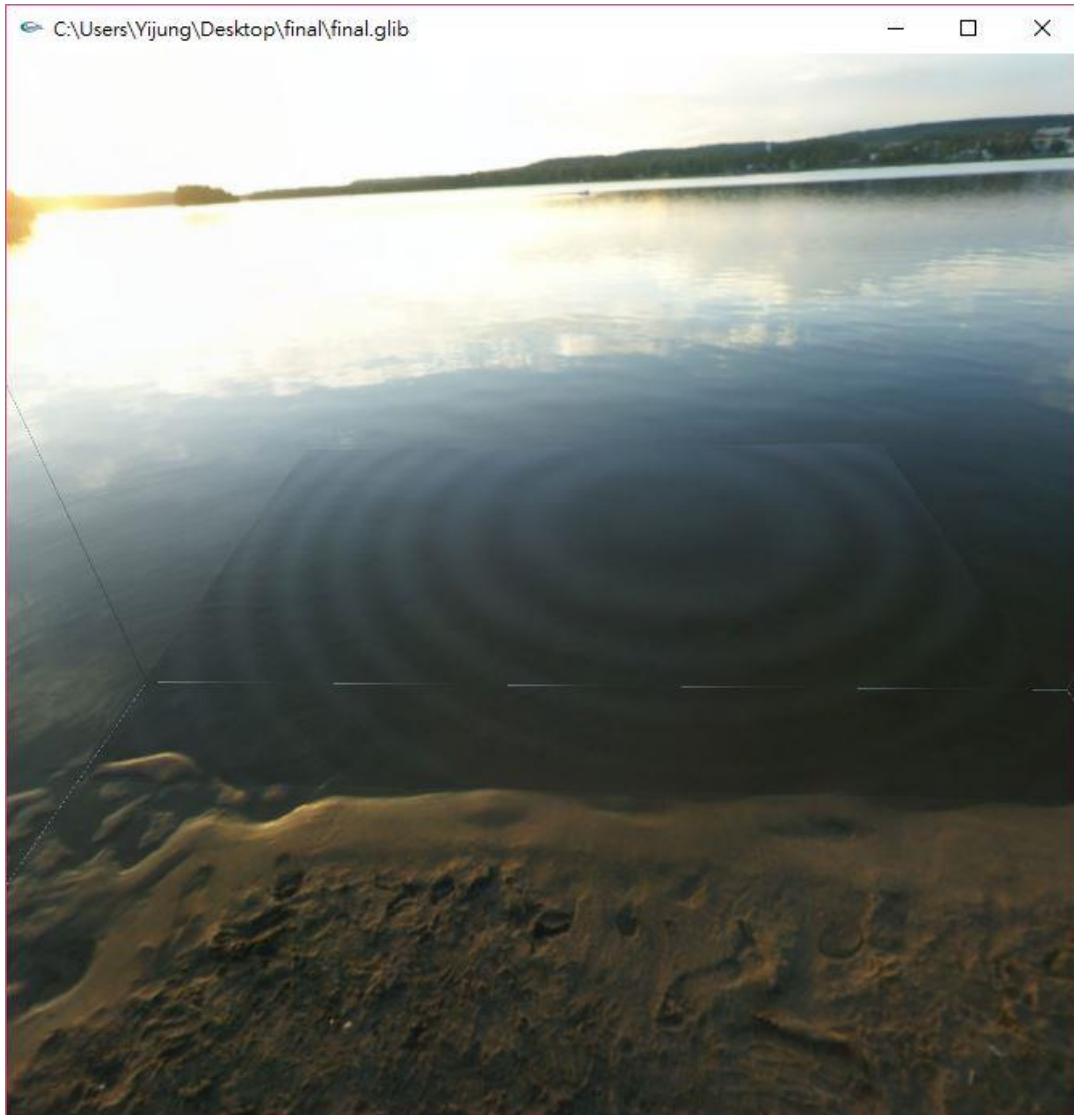
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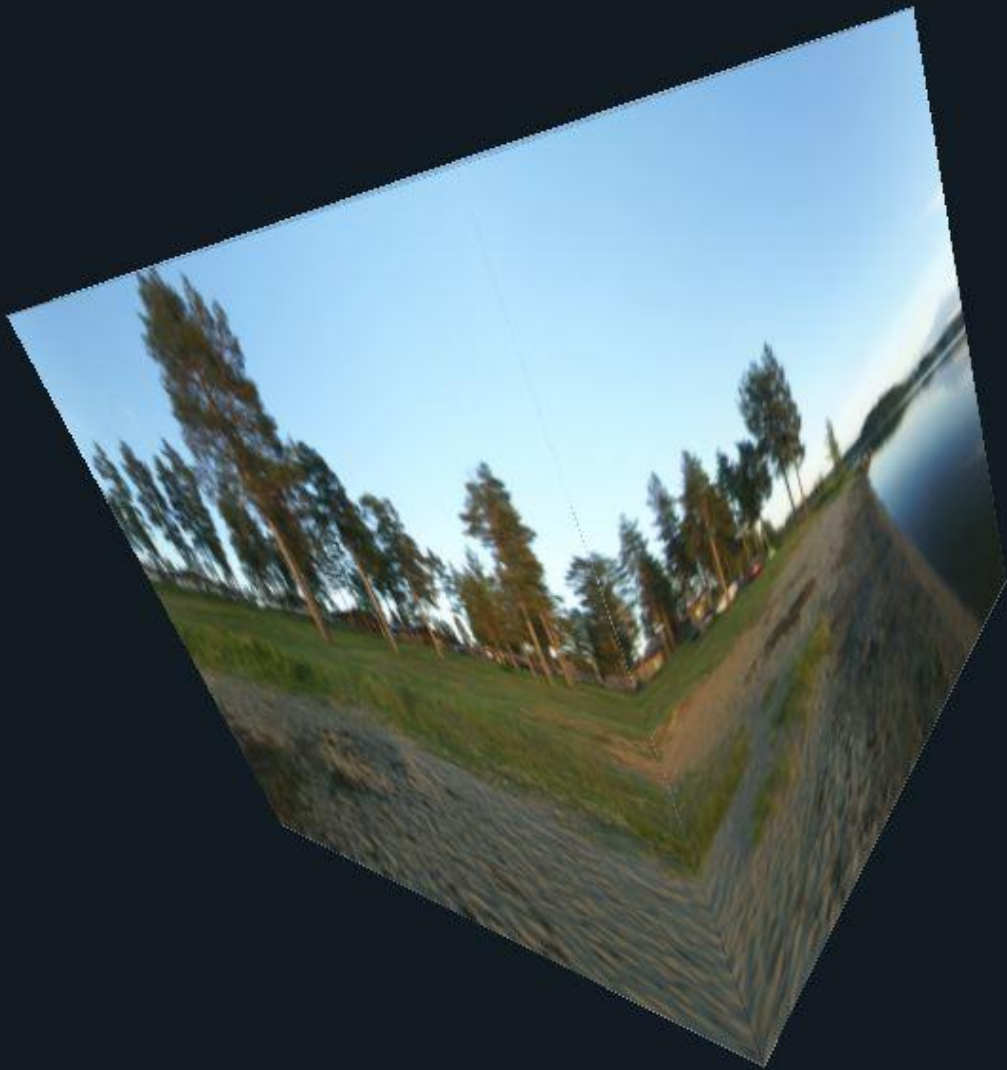
link: https://media.oregonstate.edu/media/t/0_d4eyakcy

In my final project, I created three parts. The first part is doing ripples on cube mapping. The second part is doing a cow with noise. Originally, I want to create second cow with shrink but I have no idea how to create it interestingly. Therefore, I change to create a giraffe with noise and lighting. It is different from assignment. The images can show how it is different.

In this project, the most difficult part is to adjust position because each object needs to stay in different position. Also, the ripple is hard to be placed in good position. In my project, this is the most wonderful position and we can see it like real one.



C:\Users\Vijung\Desktop\final\final.glib







I create a cow like a real cow! It is super amazing.



The giraffe is also with noise and lighting but I can transform it by variable A, B, C. Also, when I adjust A, the giraffe will move to another position.

