

Tianle Yuan  
CS 550  
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Project 5

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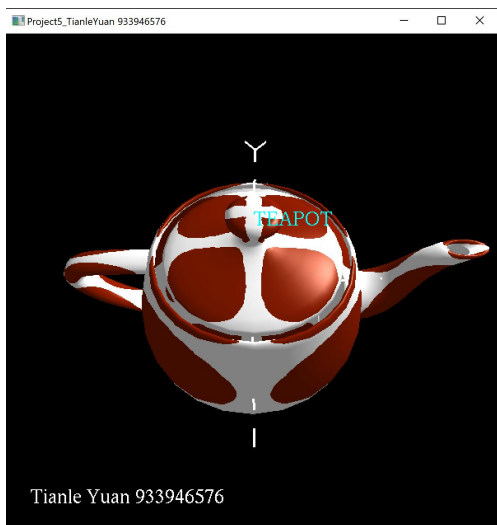
**Project Number:** 5

**Project Name:** Shaders

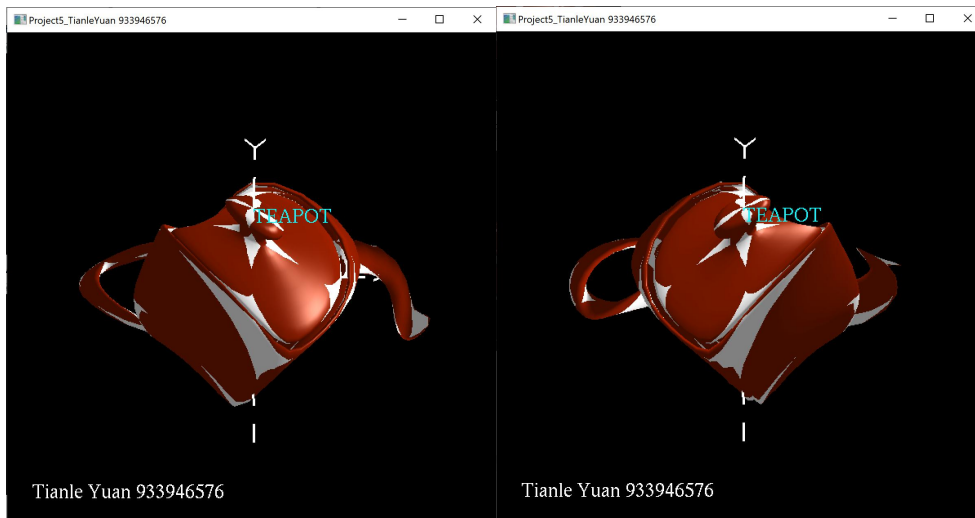
**Web Link:** [https://media.oregonstate.edu/media/1\\_nufdol02](https://media.oregonstate.edu/media/1_nufdol02)

**Screen Captures:**

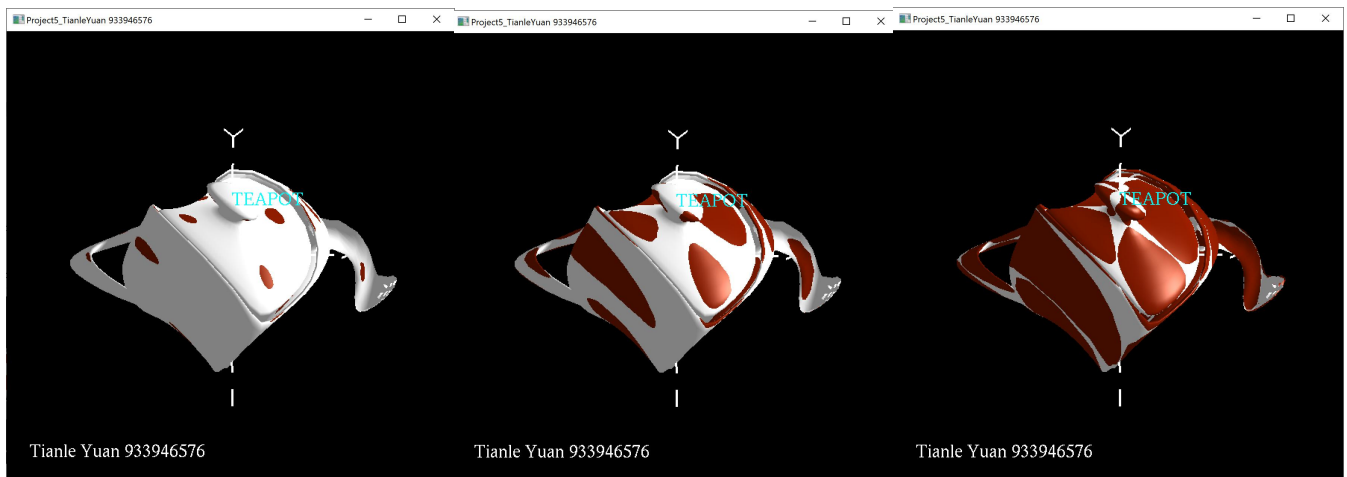
The stationary graphic without changing of variables of both vertex shader and fragment shader.



When we start to change the variable of the vertex shader, but freezing the fragment shader.



When we start to change the variable of the fragment shader, but freezing the vertex shader.



When we start to change the variables of both the vertex shader and the fragment shader.

