

Project 2

CS 557 - COMPUTER GRAPHICS SHADERS

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Project Number: 2

Project Name:Noisy Elliptical Dots

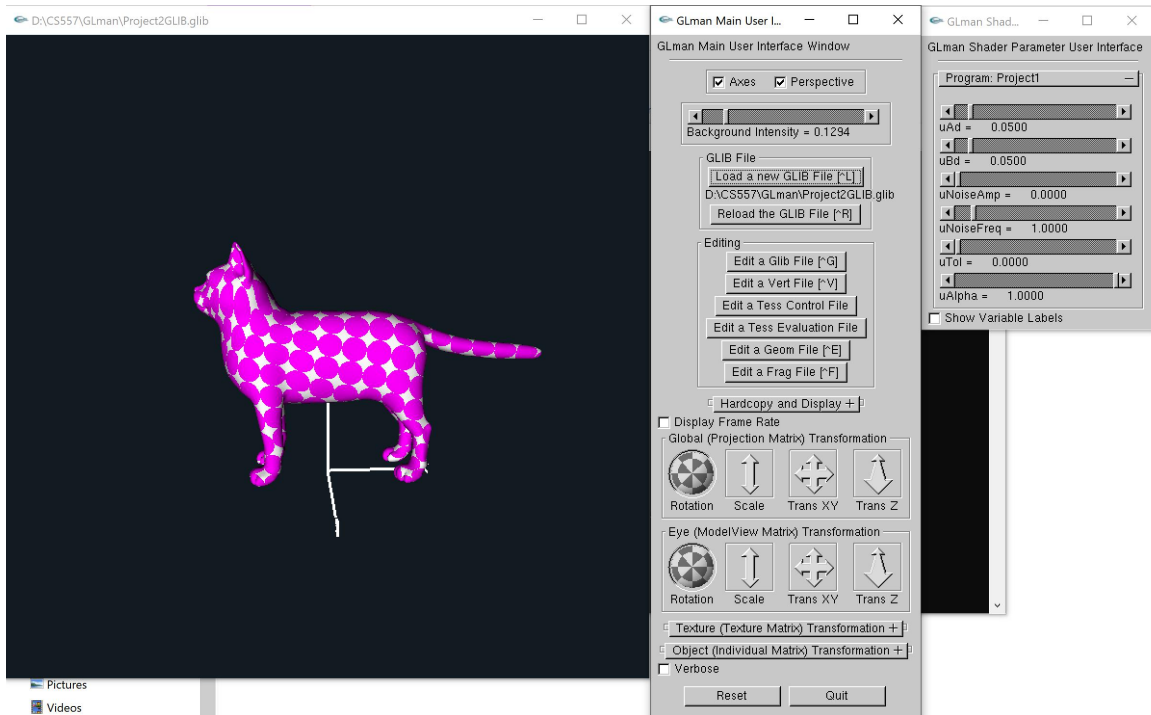
Video Link: https://media.oregonstate.edu/media/1_hds2bgga

Email: yuant@oregonstate.edu

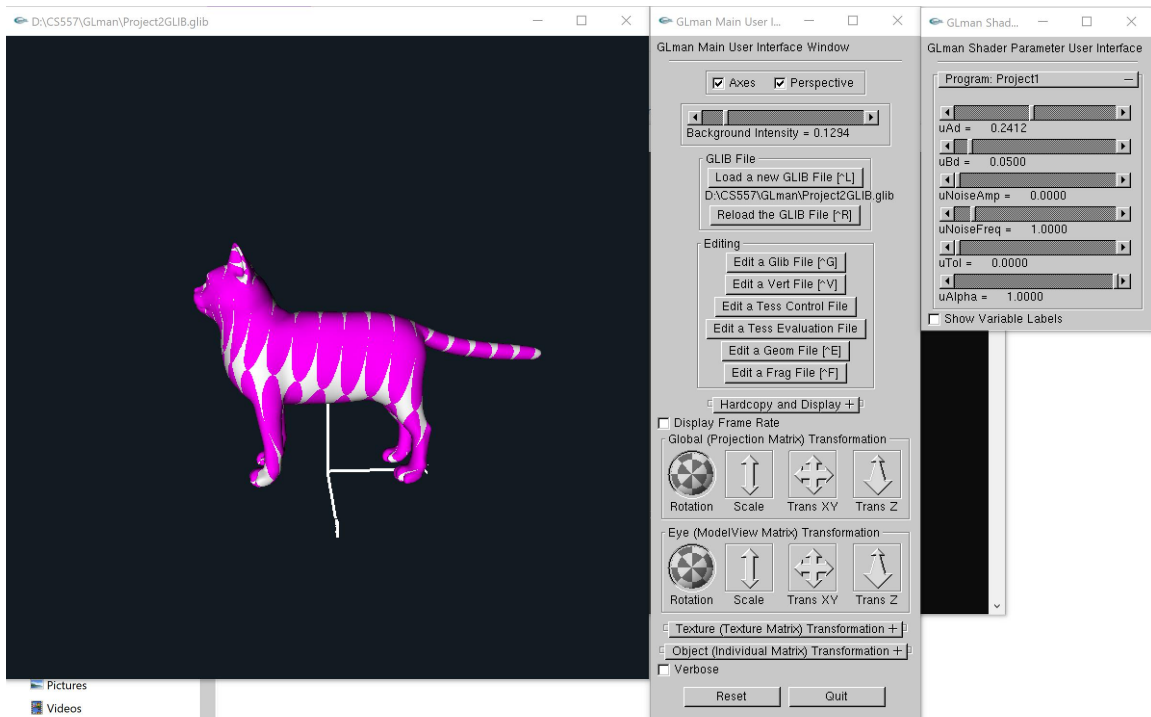
Time: January 16, 2020

Screen Captures:

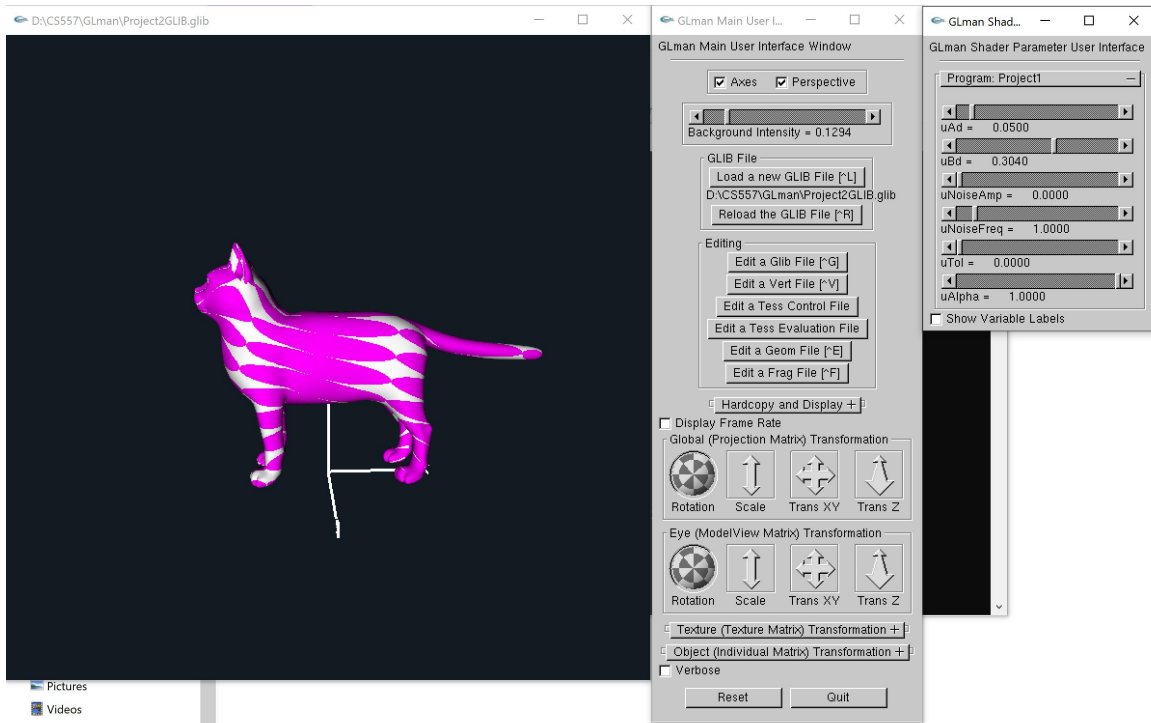
Original Picture:



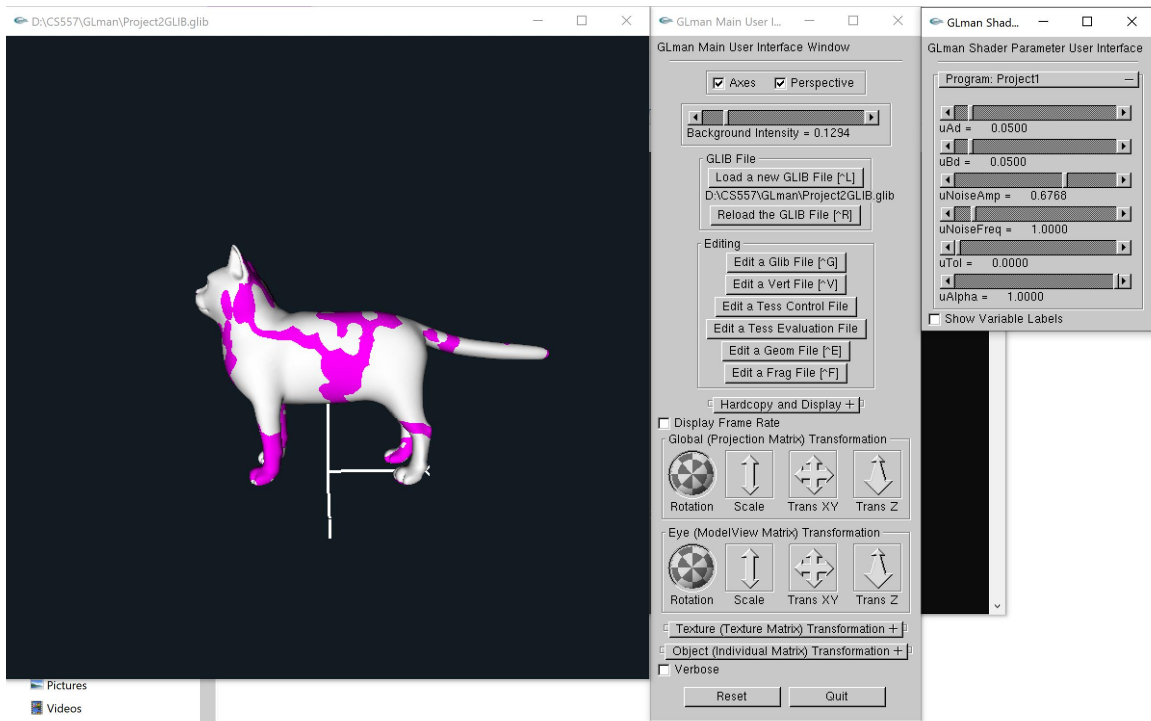
Change the variable UAd:



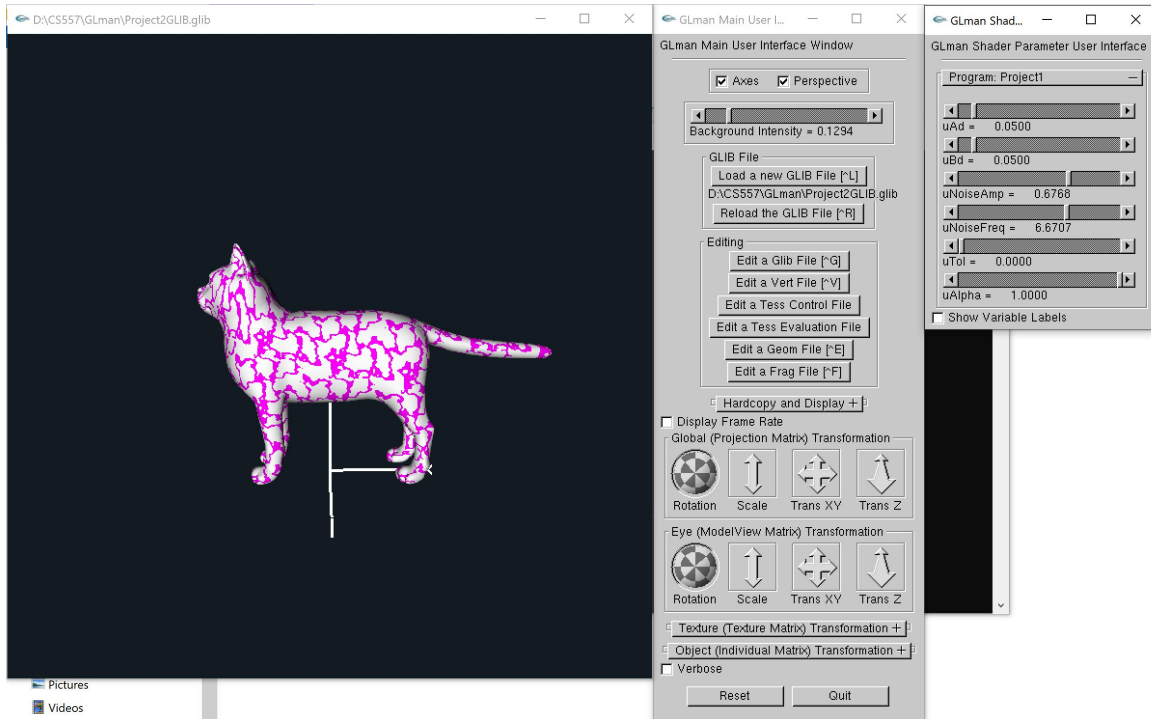
Change the value of variable uBd:



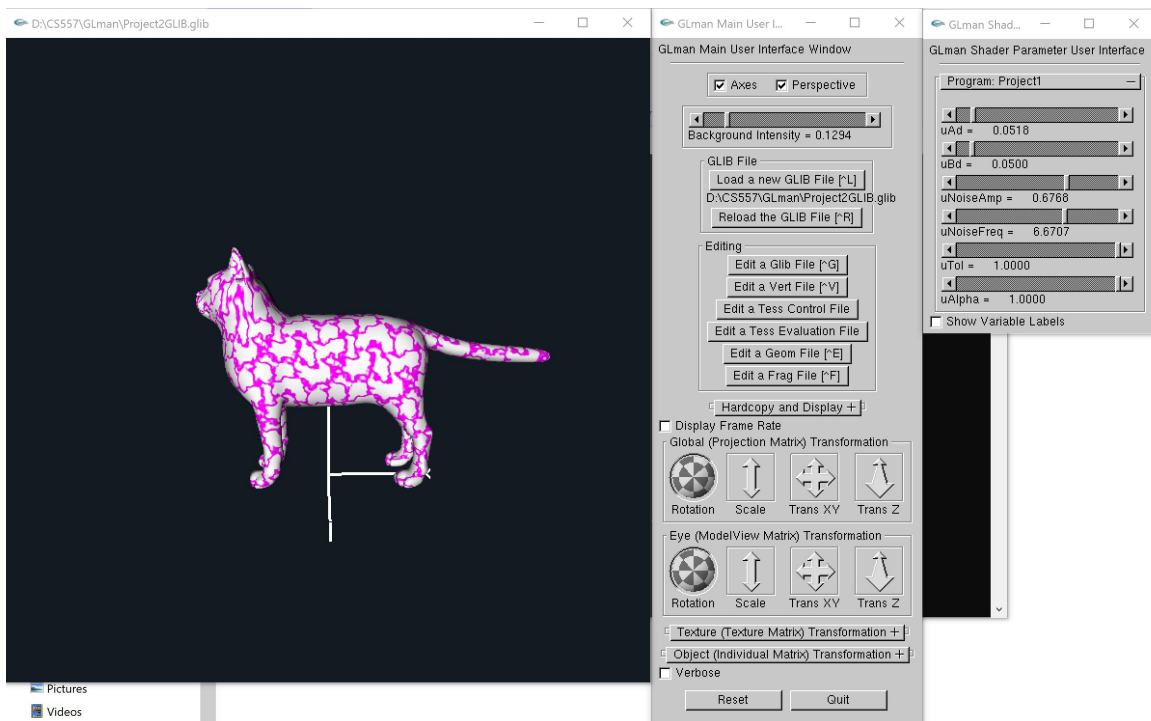
Change the value of variable uNoiseAmp:



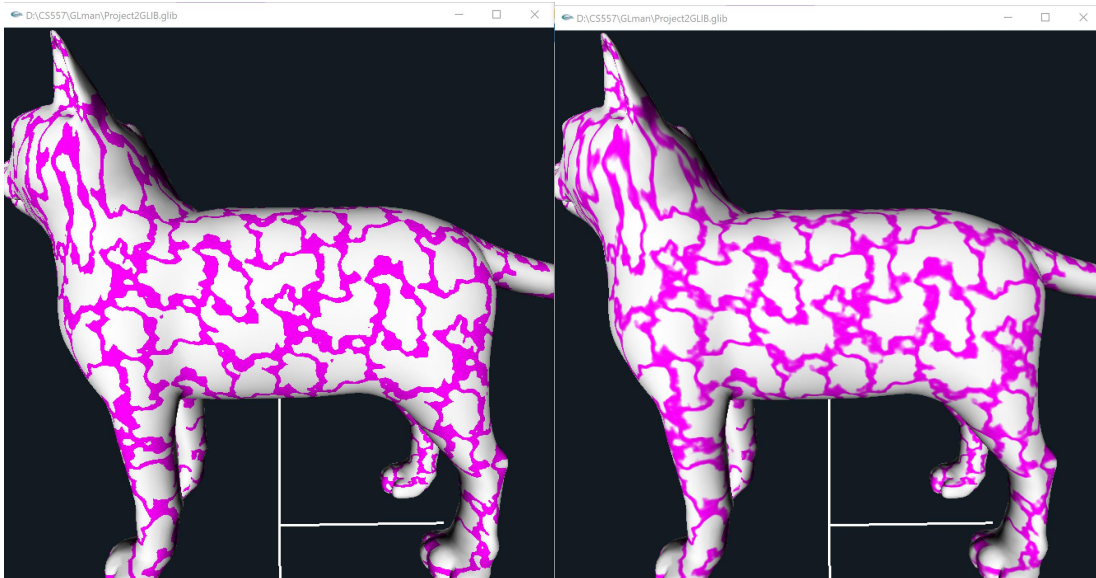
Increase the value of uNoiseFrequency:



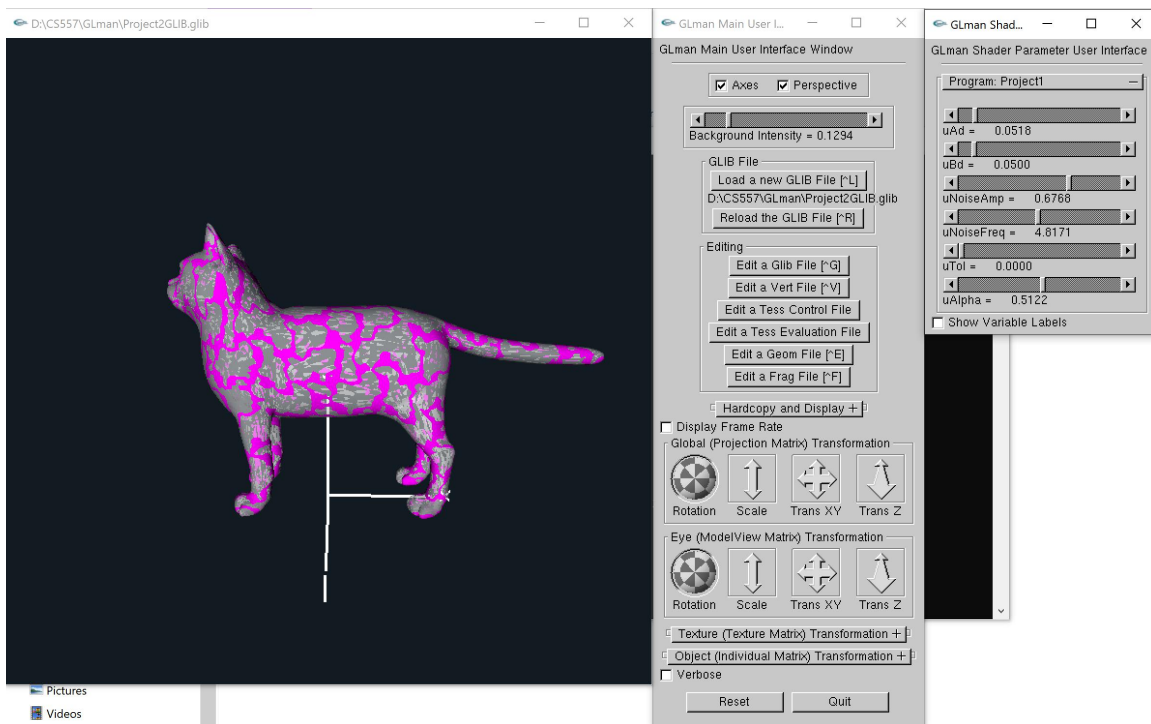
To blur the noise texture, increase the value of uTol:



To see **more clear** about the blur, we magnify the graph. The left one have $uTol = 0$, the right one have $uTol = 1$:



Finally, let's change the $uAlpha$, when $0 < uAlpha < 1$, it use blending:



When $uAlpha = 0$, it use discard technique:

