

# Project 1

CS 557 - COMPUTER GRAPHICS SHADERS

**Name:** Tianle Yuan (933-946-576)

**Project Number:** 1

**Project Name:** Step- and Blended-edged Elliptical Dots

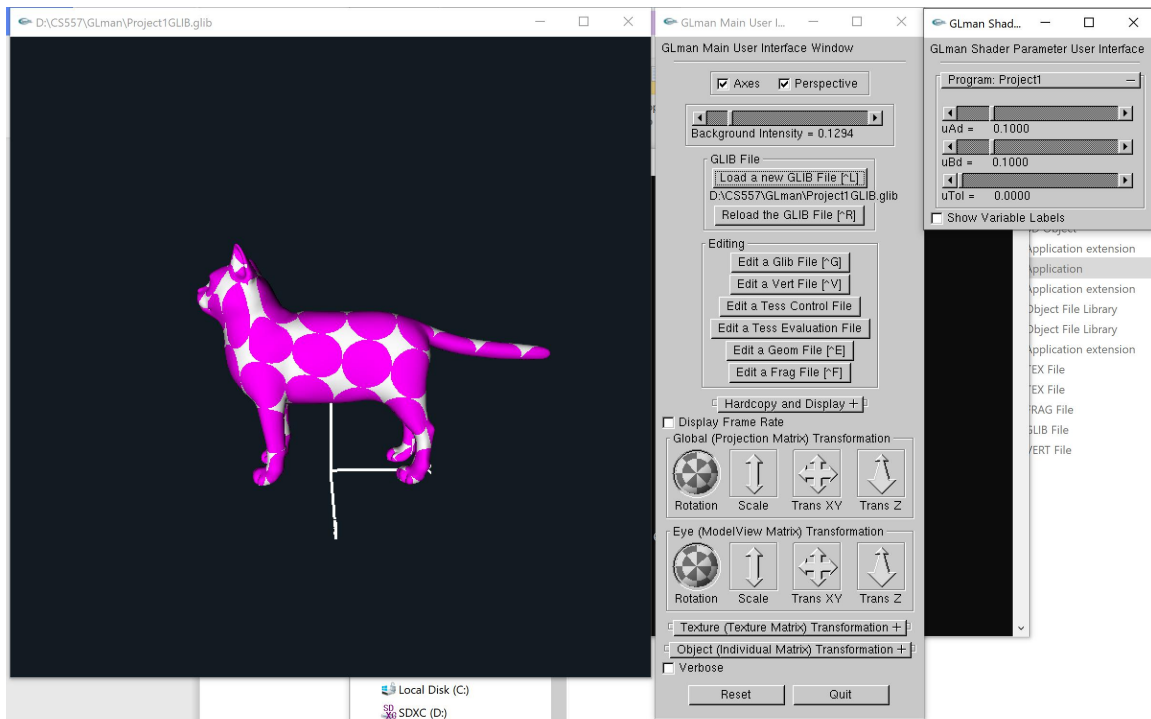
**Video Link:** [https://media.oregonstate.edu/media/t/1\\_uicblon7](https://media.oregonstate.edu/media/t/1_uicblon7)

**Email:** [yuant@oregonstate.edu](mailto:yuant@oregonstate.edu)

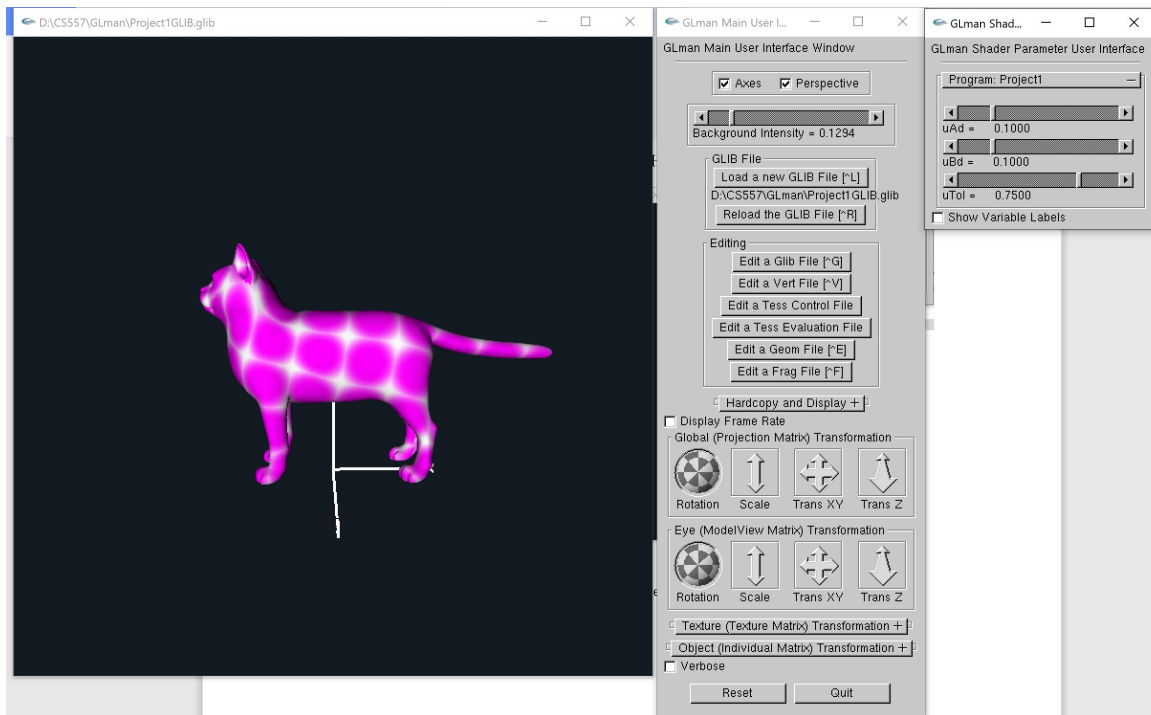
**Time:** January 12, 2020

## Screen Captures:

As I open the project 1, we can see the cat with Hard-edged elliptical dots:

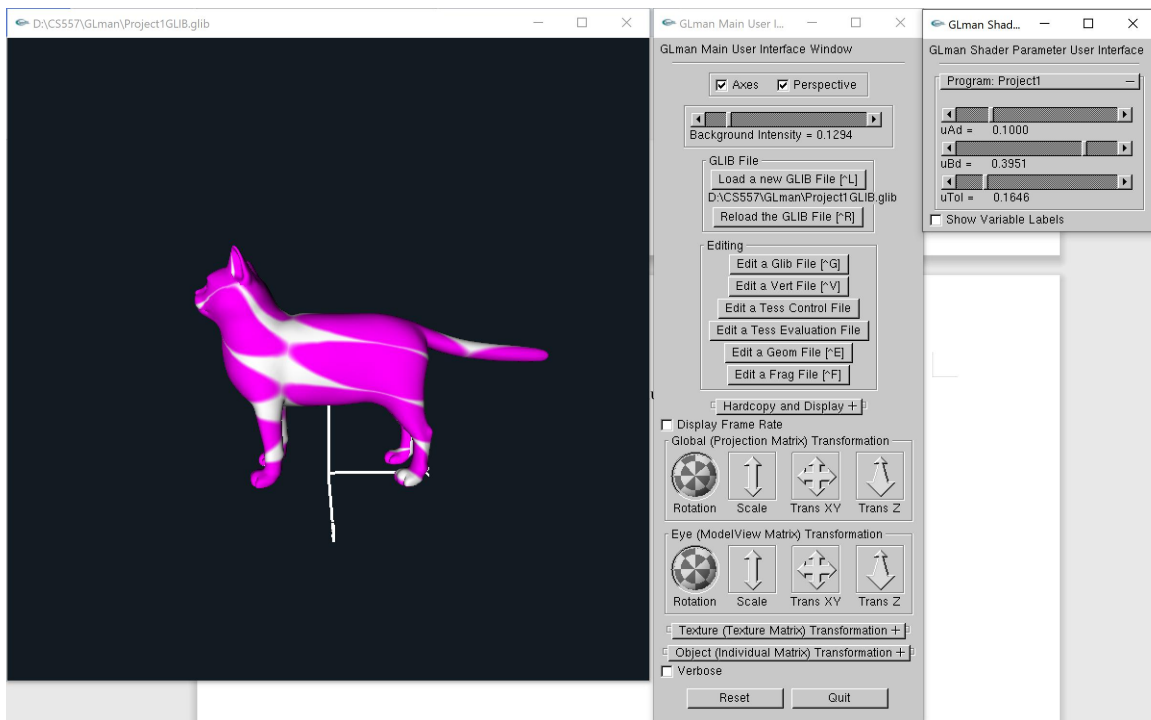
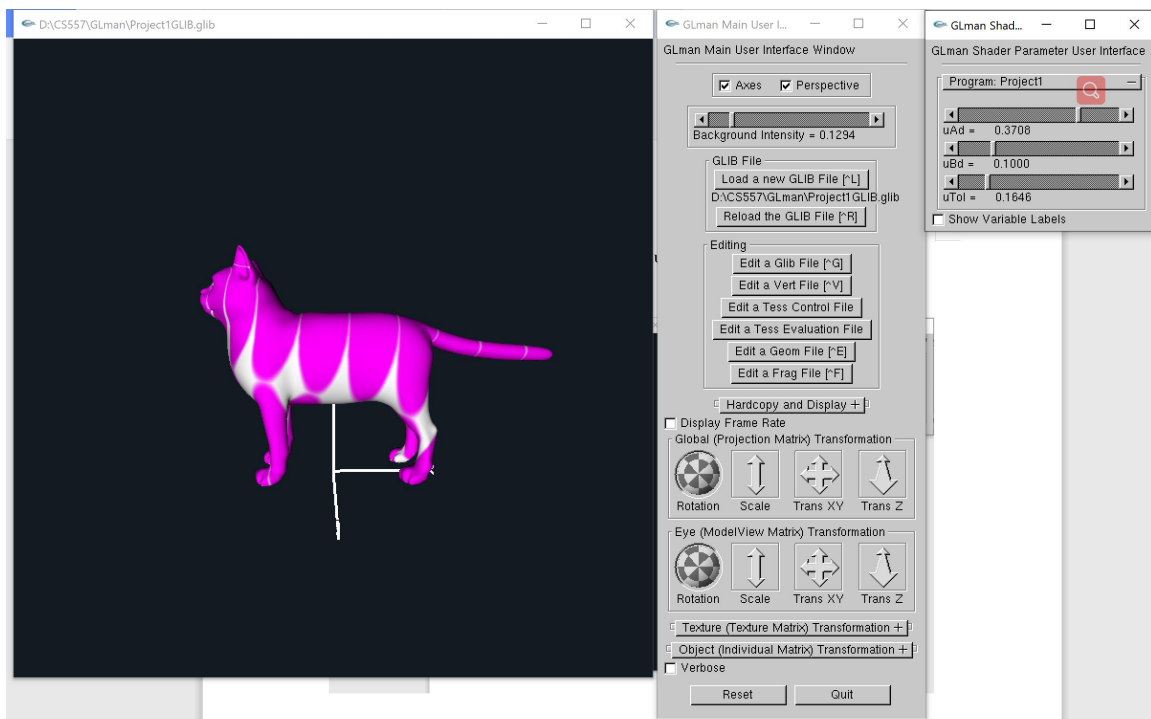


Changing the variable UTol, we can get smooth-edged elliptical dots:



For “Correct elongation”, we can change the value of variable uAd and uBd:

For bigger uAd and uBd value:



For smaller uAd and uBd value:

