

Project 7

CS 557 - COMPUTER GRAPHICS SHADERS

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Project Number: 7

Project Name: Geometry Shaders for Quantizing 3D Geometry: The Lego™ Project

Video Link: https://media.oregonstate.edu/media/t/1_k8va9ec8

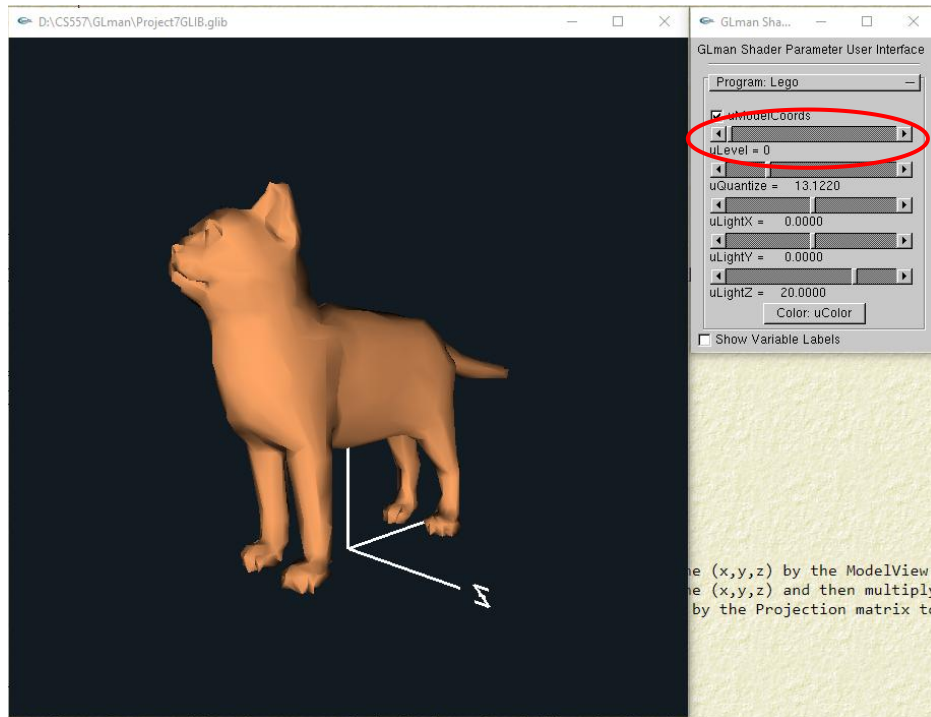
Email: yuant@oregonstate.edu

Time: March 4, 2020

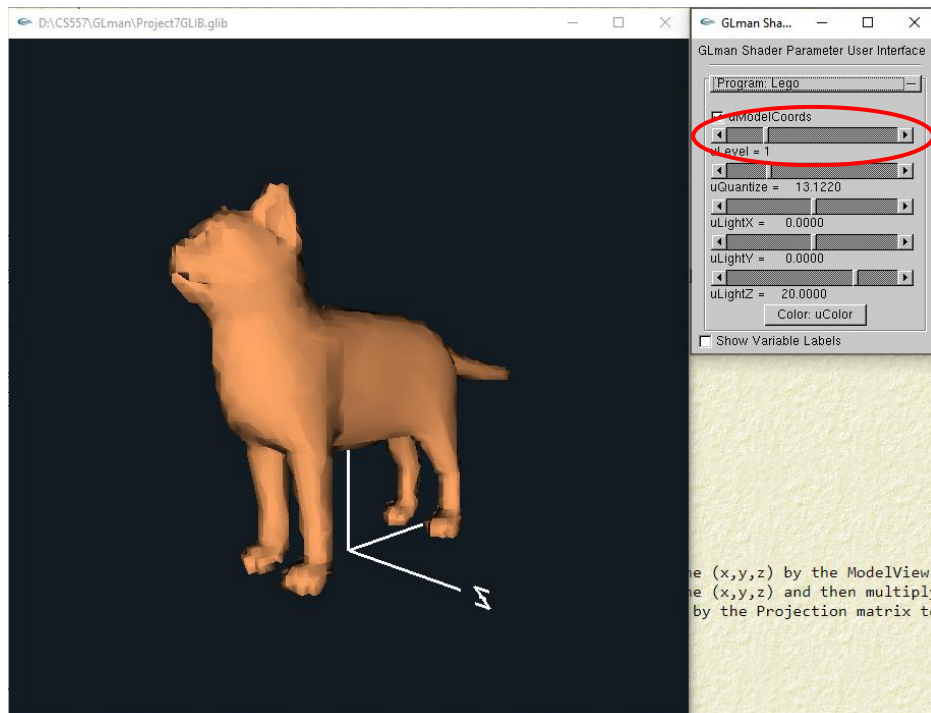
Screen shot:

Firstly, let us show the effects after change uLevel (when uQuantize = 13.12):

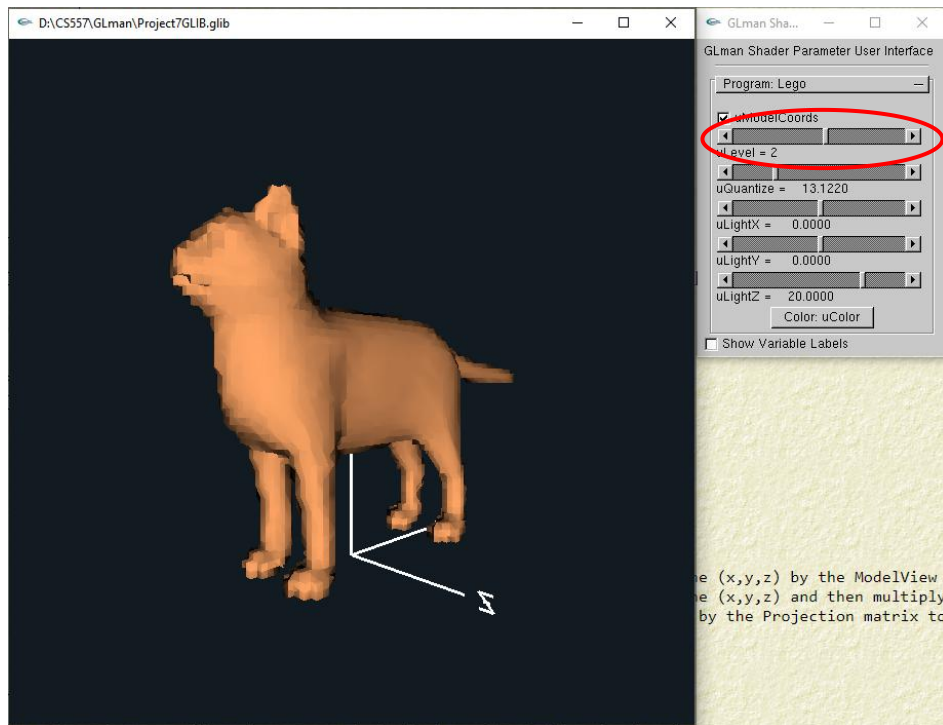
uLevel = 0:



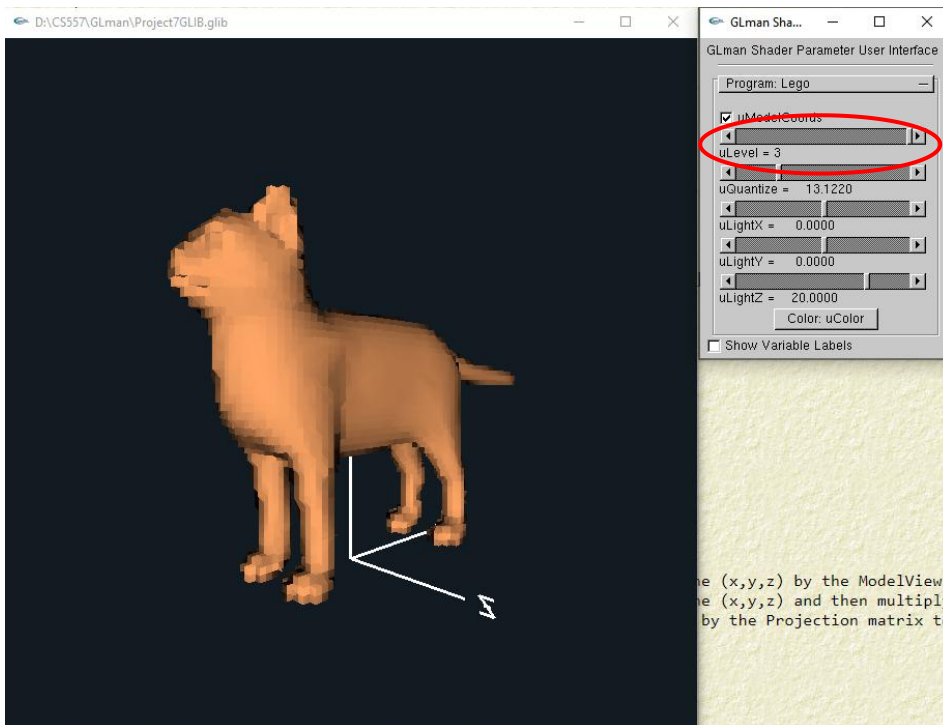
uLevel = 1:



uLevel = 2:

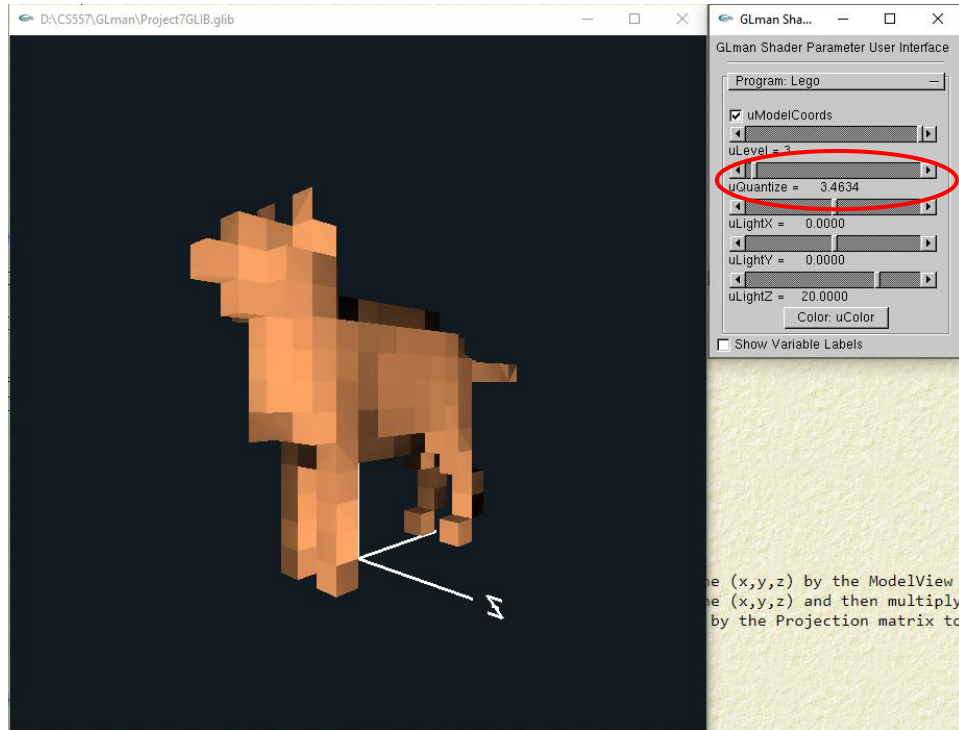


uLevel = 3:

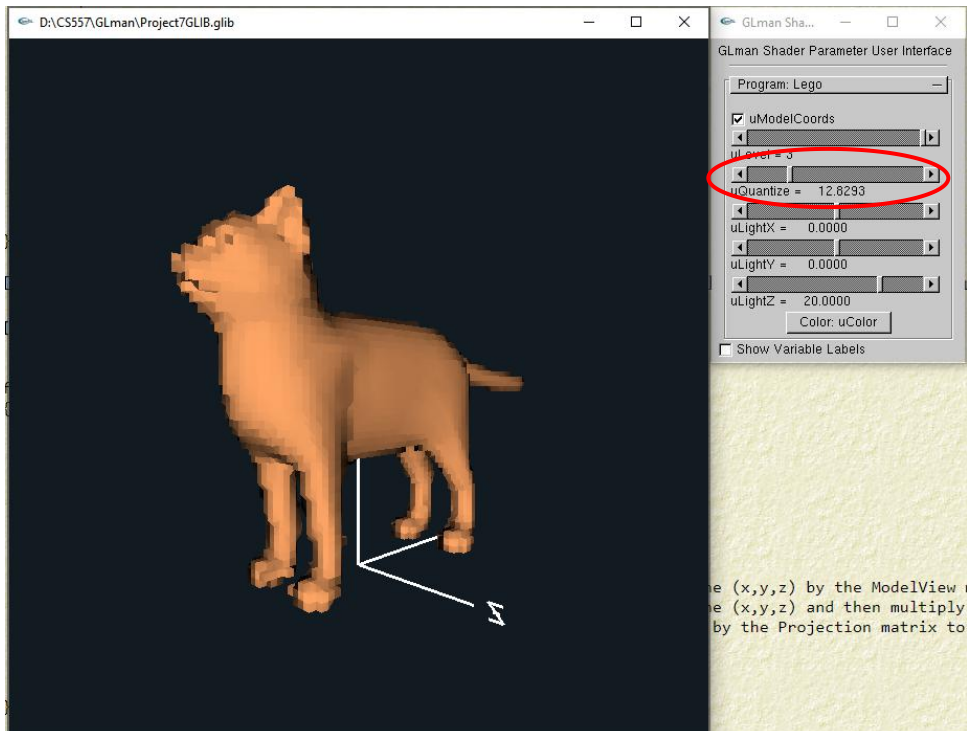


Secondly, let us show the effects after change uQuantize (when uLevel = 3):

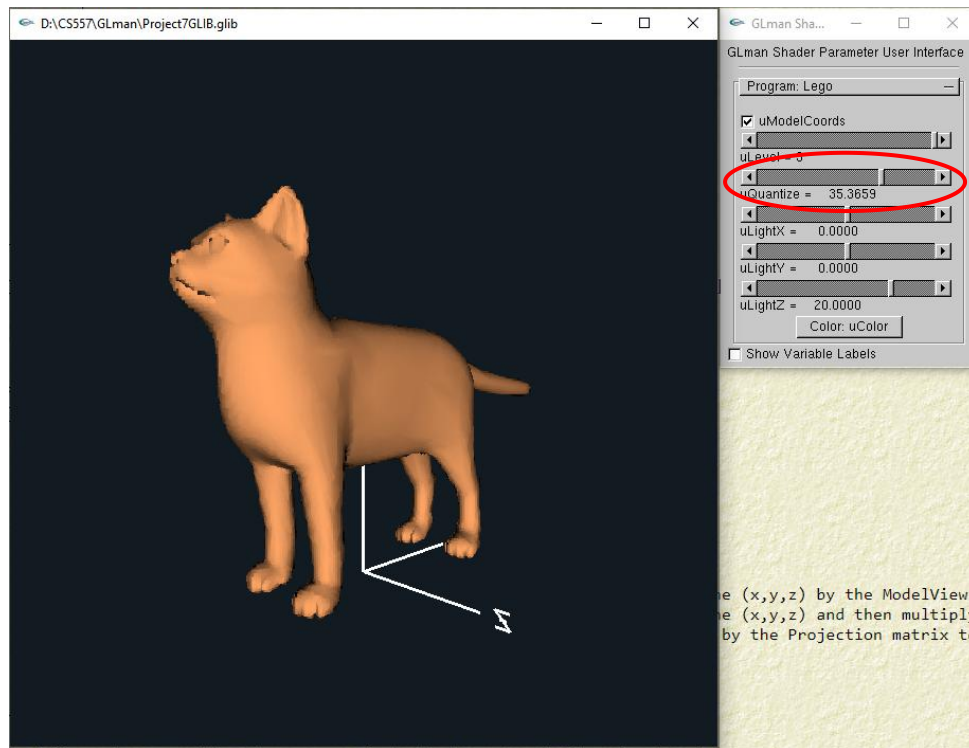
uQuantize is small:



uQuantize is in a middle:

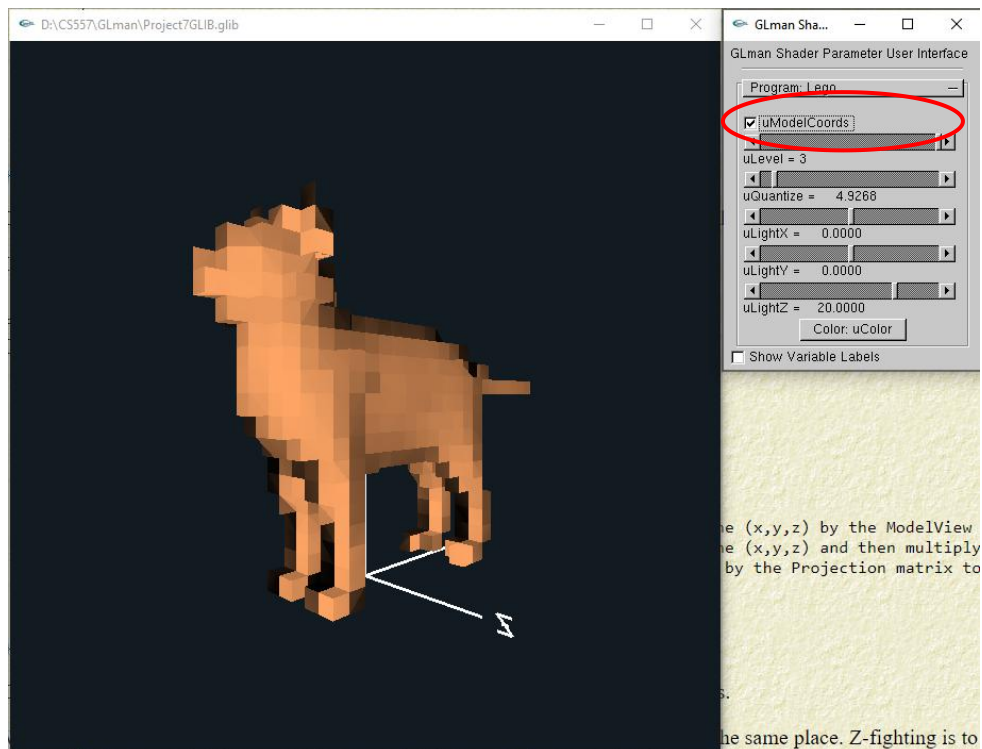


uQuantize is large:

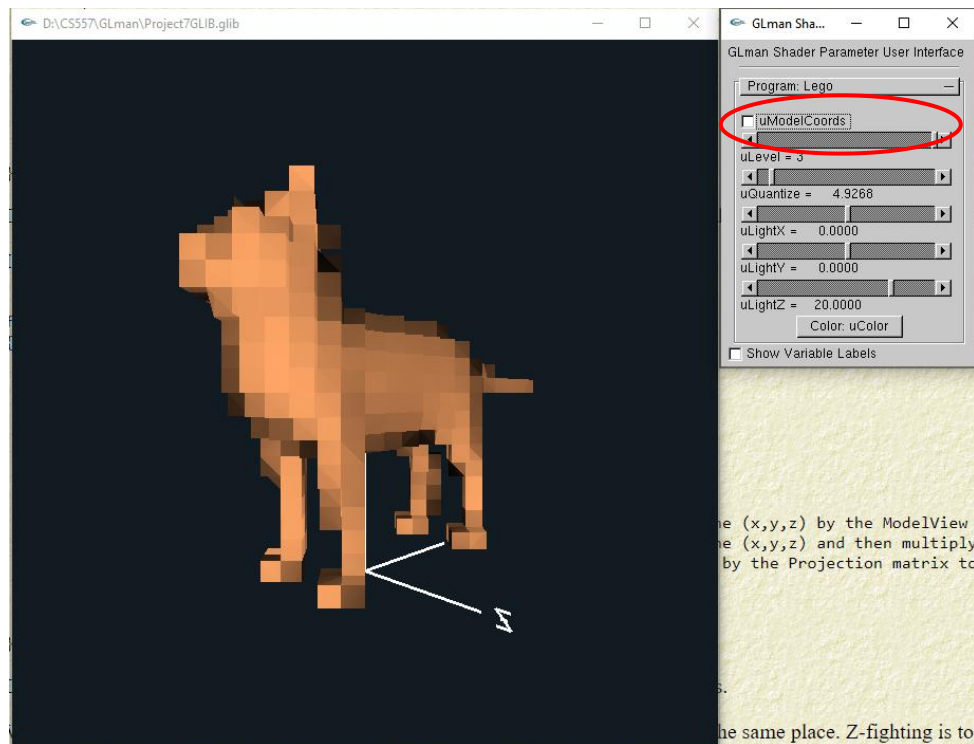


Thirdly, let us show the effects after change uModelCoords (when uLevel = 3, uQuantize= 4.9):

When uModelCoords is true:

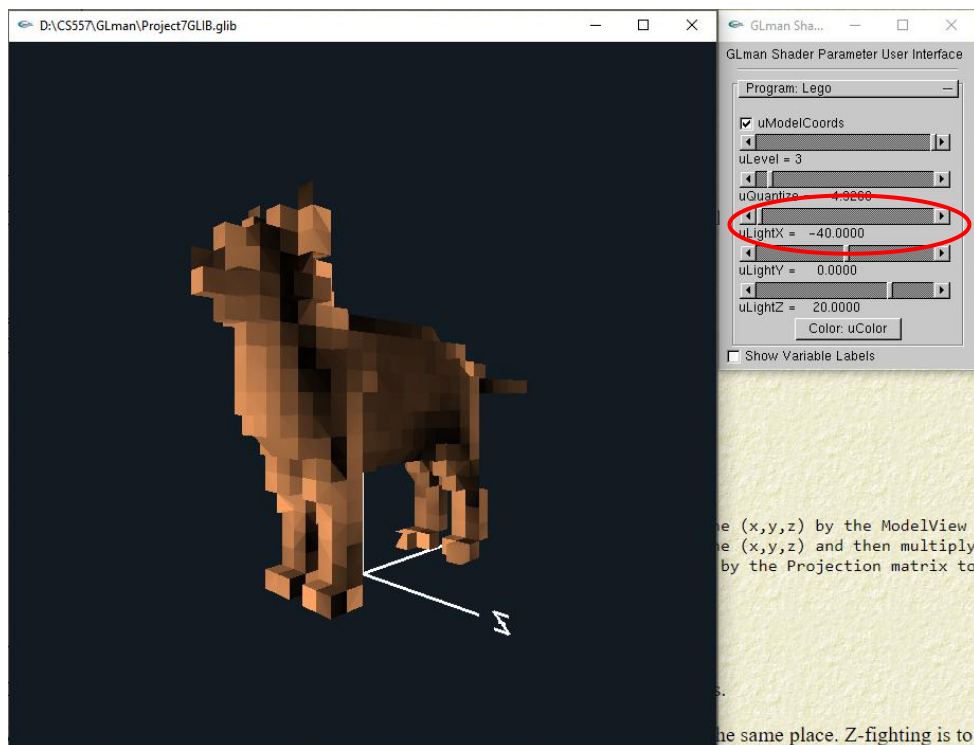


When `uModelCoords` is false:

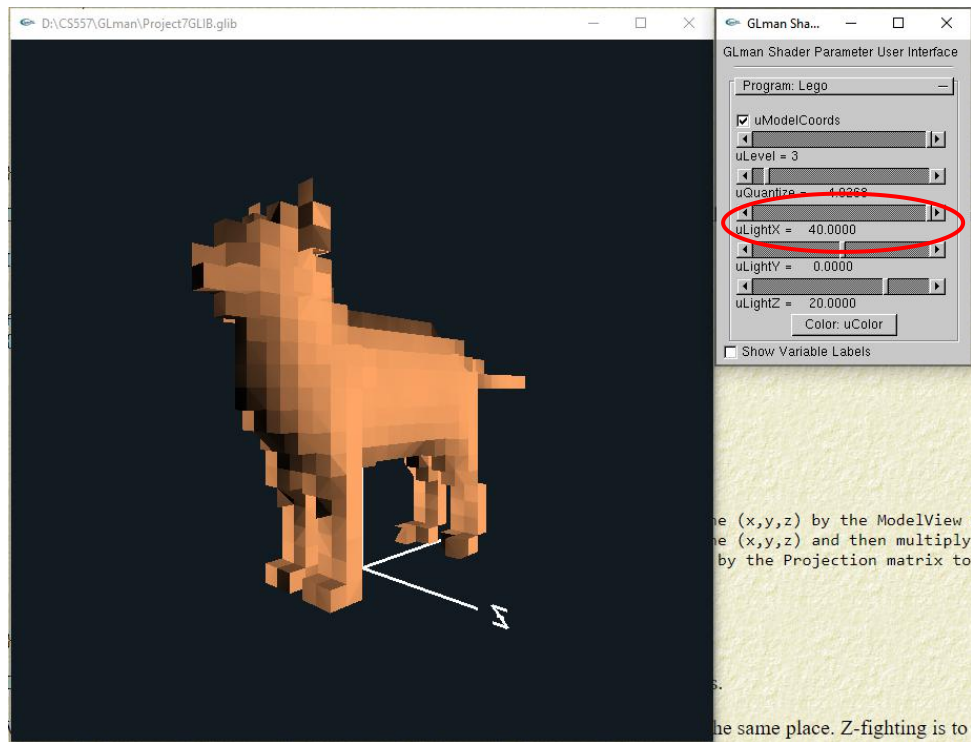


Finally, let us show the effects after change `uLightX`, `uLightY`, `uLightZ` (when `uLevel = 3`, `uQuantize = 4.9`, `uModelCoords = true`):

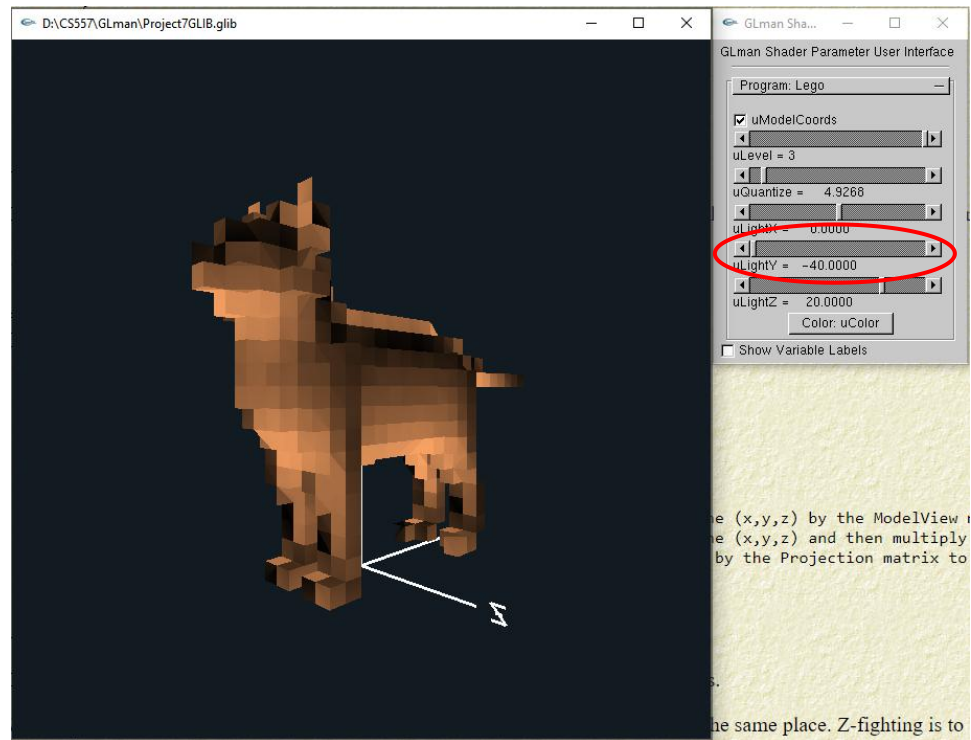
When `uLightX = -40.0`:



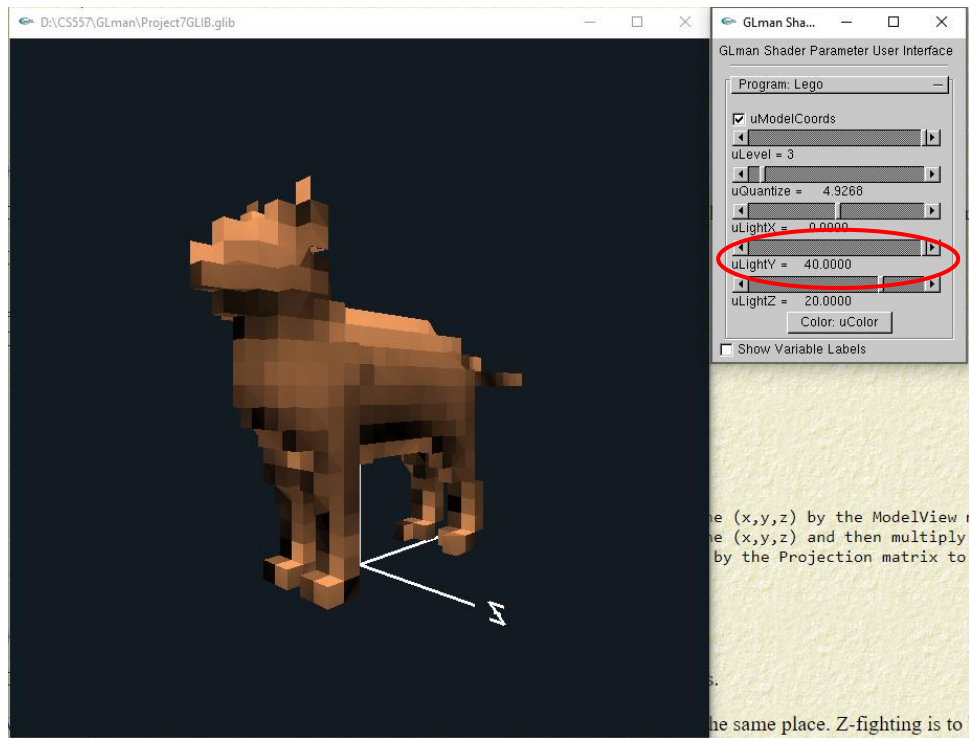
When $uLightX = 40.0$:



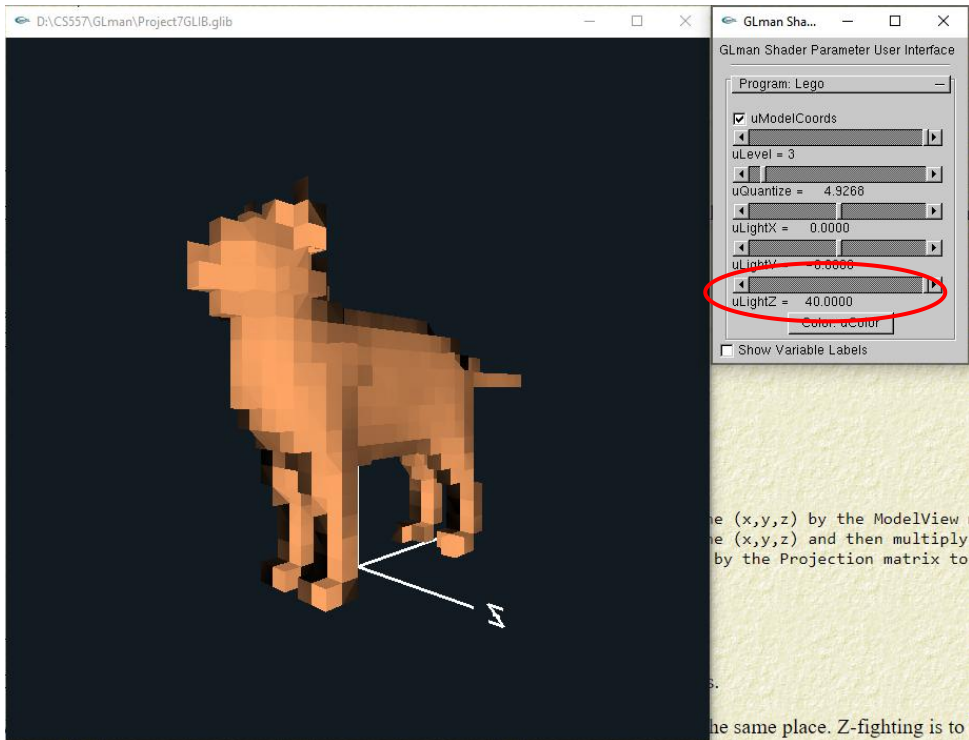
When $uLightY = -40.00$:



When $uLightY = 40.00$:



When $uLightZ = 40.00$:



When $uLightZ = -3.90$:

