

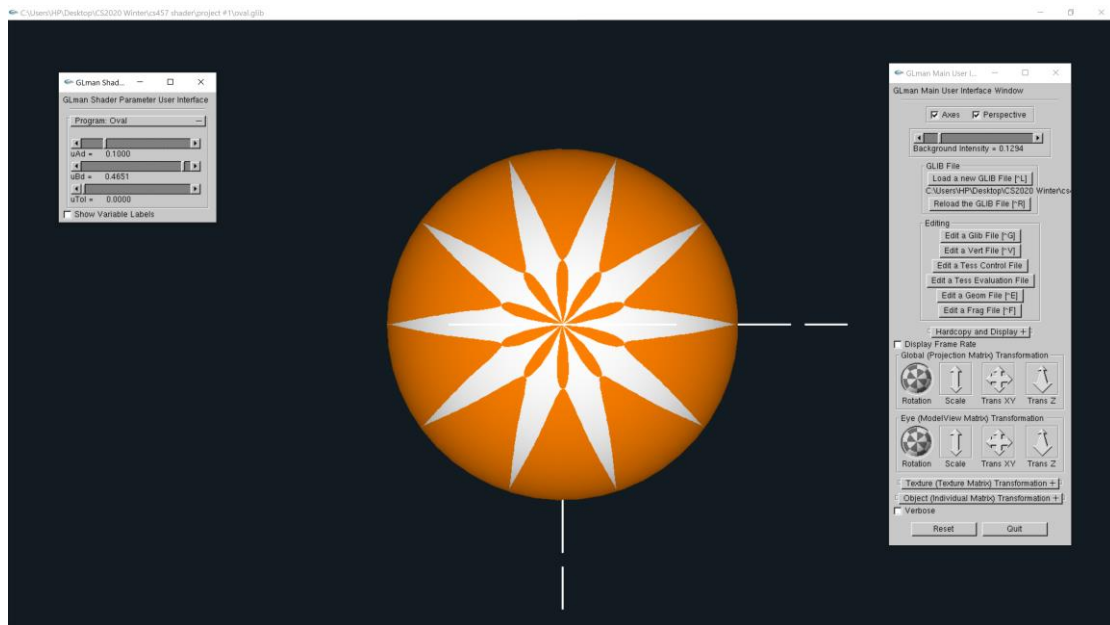
Miao Zhou

zhuom@oregonstate.edu

CS 457 Project #1

Video Link:

https://media.oregonstate.edu/media/t/0_8i1s27j4



In this project, I use glman and GLSL to render a sphere that covered with elliptical dots with Hard-edged elliptical dots, Smooth-edged elliptical dots, and Correct elongation. We can get different elliptical dots by changing the three parameters uAd, uBd, and uTol.