

TNCG14 — Advanced Computer Graphics Programming

2. GPU Shader

March 19, 2009

The following tasks must be completed to pass the lab.

1. Per pixel lighting.
2. Toon shader with at least three different levels or bi-level car paint.
3. Multipass Image filtering (blur, sharpen, bloom, etc — pick one), separable filters are allowed (two 1D passes). At least three iterations/passes must be supported.

You are free to implement the shaders using GLSL, HLSL or Cg. You must be able to demonstrate the lab when asked for. You must have written the shaders yourself and be able to explain how they work. It is not allowed to copy whole or parts of source code from other students or any other third party. You may work in pairs, but not in groups of more than two students.

A starter-kit is available.