Geometric Morphing with the Vertex Shader

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Morphing a Sphere into a Circle

Blend = 0.00
Blend = 0.25
Blend = 0.50
Blend = 0.75
Blend = 1.00

A possible vis application ??

Original texture map
Mapped onto a Sphere
Morphed into a Circle

Morphing a Cow into a Sphere

Note: the 'face' in the sphere cow is there because the normals were not morphed into sphere normals – they were left as cow normals

Morphing a Cow into a Cube

Note: the 'face' in the cube cow is there because the normals were not morphed into cube normals – they were left as cow normals
What about “Real Morphing”? 

“Real Morphing” involves interpolating vertices from one object into vertices in another. This flies in the face of graphics hardware’s philosophy of dealing with one triangle and then getting rid of any record of it. We got away with it here because we knew the equation of a disk, a sphere, and a cube.

The first morphing I can remember is from the fantasy movie Willow.

There is also some great morphing in Michael Jackson’s Black or White video: https://www.youtube.com/watch?v=F2AitTPI5U0

The morphing starts at around 5:30.