Seth Cadell
Dino Out Standing in his Field

I used 2 images as textures for the back wall and the ground. I tweaked lighting and used the vertex shader to morph the dino into a sphere. I mixed small deformed images to make it look like the dino morphing was due to the sphere.

Jose Cedeno
Jungle Dino

I used 2 images as textures for the back wall and the ground. I tweaked lighting and used the vertex shader to morph the dino into a sphere. I mixed small deformed images to make it look like the dino morphing was due to the sphere.

Arwen Lettkeman
Crystal Dino

This dino is being rendered translucently using cube mapping. It has had a rainbow function mapped to the surface to give it chromatic affects.

Arwen Lettkeman
Dino Melon

Stripes of multi-shades of green are perturbed with a noise function to give the dino a watermelon look.

Arwen Lettkeman
Sparkly Dino

This shader makes the dino look like it has been sprinkled with glitter. I use the regular Phong shading model with an additional term of glittering. I find random points on the model to become a glitter speck by combining a noise value, model coordinates, and eye coordinates to get a number between 1. and 0. Using the eye coordinates gives the dino its glitter effect, because as you move the dino through the scene, the eye coordinates change, which will change which glitter speck shines. To create the glitter-effect, I give the pixels a low shininess constant, while the rest of the dino has a relatively high shininess constant.

Darrel Palke
Tiled Dino

I created this tiling effect by applying a bounded noise function to each tile and then artificially applying the colors to the boundaries of the tiles. The second image is zoomed in from the first. The third image is a change of color scheme to (scarily) resemble Barney the Dinosaur®

Minjie Zhu
Screen Door Dino

A fragment shader is being used to discard most pixels from the dino’s surface leaving behind a screen door effect. The dinosaur’s surface material is a very irregular pattern of triangles and texture coordinates, so discarding based on these would have not looked very good. In this case, the discarding was based on model coordinates so that the distribution of the wires looks much more uniform.

Mike Bailey
Wavy Glassy Dino

This dino is meant to look like green translucent glass, rendered using refractive cube mapping. A noise function is used to perturb the surface coordinates to give the glass a wavy look. This background is a Smithsonian castle image, rendered using a rays shader.