Islam Almusaly
I modeled a small pond and gave everything a texture. I added noise to the ripple normals and then added the cube map to fake the reflection in the pond.

A ducky whose surface has been treated with parallax mapping.

Nathan Cox
Using an open-sea cubemap, this shader uses refraction inside each oval and reflection outside.

A glass duck in the oven is created using a fire-photo refractive cube map. The melting mixes the coordinates of the original vertices with a disk.

Jennifer Davidson
This is a take-off of Magritte’s “The Treason of Images” painting, where I replaced pipe with duck. I discarded fragments where the color of the fragment would’ve been white.

The glass duck in the oven is created using a fire-photo refractive cube map. The melting mixes the coordinates of the original vertices with a disk.

Brandon High
The vertex shader draws ovals and colors them using the refraction vector from a star cubemap. A brushed metal texture is used in between the ovals.

Multiple duckies were rendered, each with an increasing amount of vertex shader noise to make this furry ducky.

Brian Jackson
A shader that adds noisy displaced bacon folds to the ducky.

A burlap shader

Kyongwon Lim
A reflective OSU Beaver-Ducky

A refractive ducky in the OSU football stadium.

Evon Silvia
Tom from today’s headlines! This uses a blended stripe shader keyed off texture coordinates for its “shirt” and a green high-frequency noise to pattern the head.

A point cloud ducky stuck in a tornado.

Alex Wiggins
This shader creates the appearance of a LIDAR point cloud ducky.

This ducky uses a tessellation shader to implement the PN Triangles algorithm.

Matt Viehdorfer
This is a ducky constellation. Around key points, the area is divided into “cells” within a nested loop similar to Voronoi diagrams.

A two-pass rendering is used to give the duck the appearance of camera depth-of-field.

Ben Tribelhorn
The ducky has had its geometry altered in the vertex shader to give it wings.

A point cloud ducky re-entering Earth’s atmosphere over the cascade Mountains.