



A Gallery of Mathematical Vase Shaders

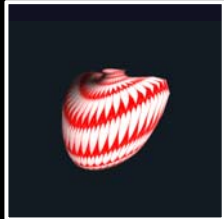
CS 519 ("Shaders") Class Assignment – Spring Quarter 2011

Oregon State University
Computer Graphics



Prof. Mike Bailey, mjb@cs.oregonstate.edu

Pia Balz



Morphing the vase into a heart shape

Joey Bott



Vase reflecting an outdoor scene

Justin Carr



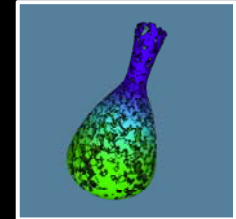
Derezing the vase (a la Tron)

Yongshuai Chen



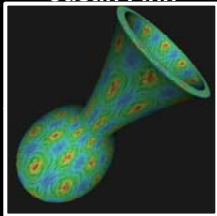
Morphing the vase into a Beaver balloon

Dale Cox



The vase shattered

Justin Finn



Line Integral Convolution of periodic double gyre flow

Alfred Flammang



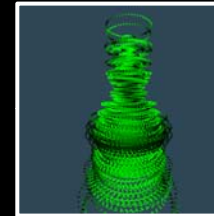
Vase distorted into a tulip

Jennifer Inouye



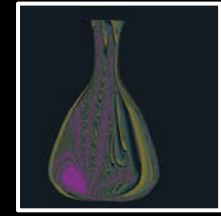
Vase distorted into a hat

Michael Jones



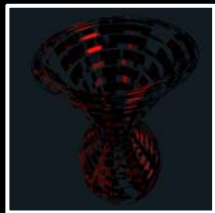
The vase exploding into solid particles

Josh Jordahl



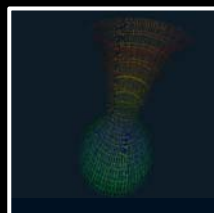
A variation on the fractal Julia Set

Eric Marshall



The vase broken into luminous rectangles

Daniel Meiwes



ChromaDepth wireframe vase

Ani Ovsepyan



Glass ridges molded into the vase

Satish Ponnusamy



Anisotropic reflection from the vase

Matthew Reed



Mandelbrot Set holes in the vase

Daniel Sills



Vase carved from a 3D wood texture

Karl Smeltzer



R2D2 generating a vase hologram

Justin Spencer



Vase with procedural hexagon patterns

Andrew Sugg



Shiny vase with noise patterns

Lewis Valentine



Vase with faux subsurface scattering

Kyle Wickert



Vase with bump-mapped patterns