

# Challenge Group Project – May 1, 2006

## Add Angular Stripes to the Teapot



Stripes from X



Stripes from (s,t)

**Question #1:** How can you do angular striping? Hint: GLSL  $\text{atan}(y,x)$  is equivalent to  $C \text{atan2}(y,x)$



Stripes from Z  
Angle, Method #1



Stripes from Z  
Angle, Method #2

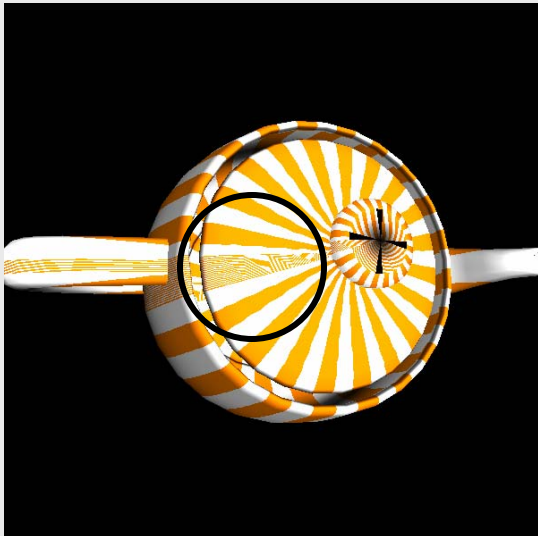
**Question #2:** How is angular striping different from (s,t) striping?

## The Two Methods Look the Same, But Are They?

Stripes from  
Z Angle,  
Method #1



Stripes from  
Z Angle,  
Method #2



*Question #3: What are these artifacts, and why do they show up in one angular method, but not the other? (I.e., how do you fix them?)*