

## Morphing with the Vertex Shader

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### Morphing a Sphere into a Circle



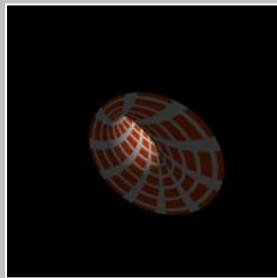
Blend = 0.00



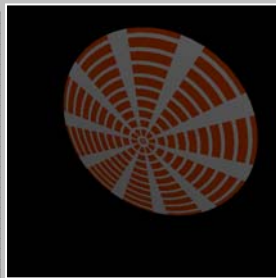
Blend = 0.25



Blend = 0.50



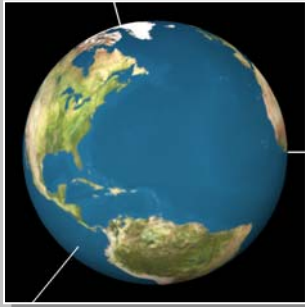
Blend = 0.75



Blend = 1.00



Original texture map



Mapped onto a Sphere



Morphed into a Circle

A possible vis application ??