Game Shader Effects

A program to load in a model and demonstrate various visual effects found in popular games. These effects include, global fog, Twirl Distortion, Motion Blur, Edge Detection, Fisheye Camera and a Warp variant on the Twirl Distortion. My goals are to implement at least three effects to switch between using the interface.

Examples of (Top to Counter-Clockwise) Global Fog, Twirl Distortion, Motion Blur, and Edge Detection. These are my primary goals. With Fisheye Lens effect and Warp variant as stretch goals for the project.

So far I am currently working on getting my first Global Fog shader working, as the program is currently set up with models loading in and being manipulated in the environment.