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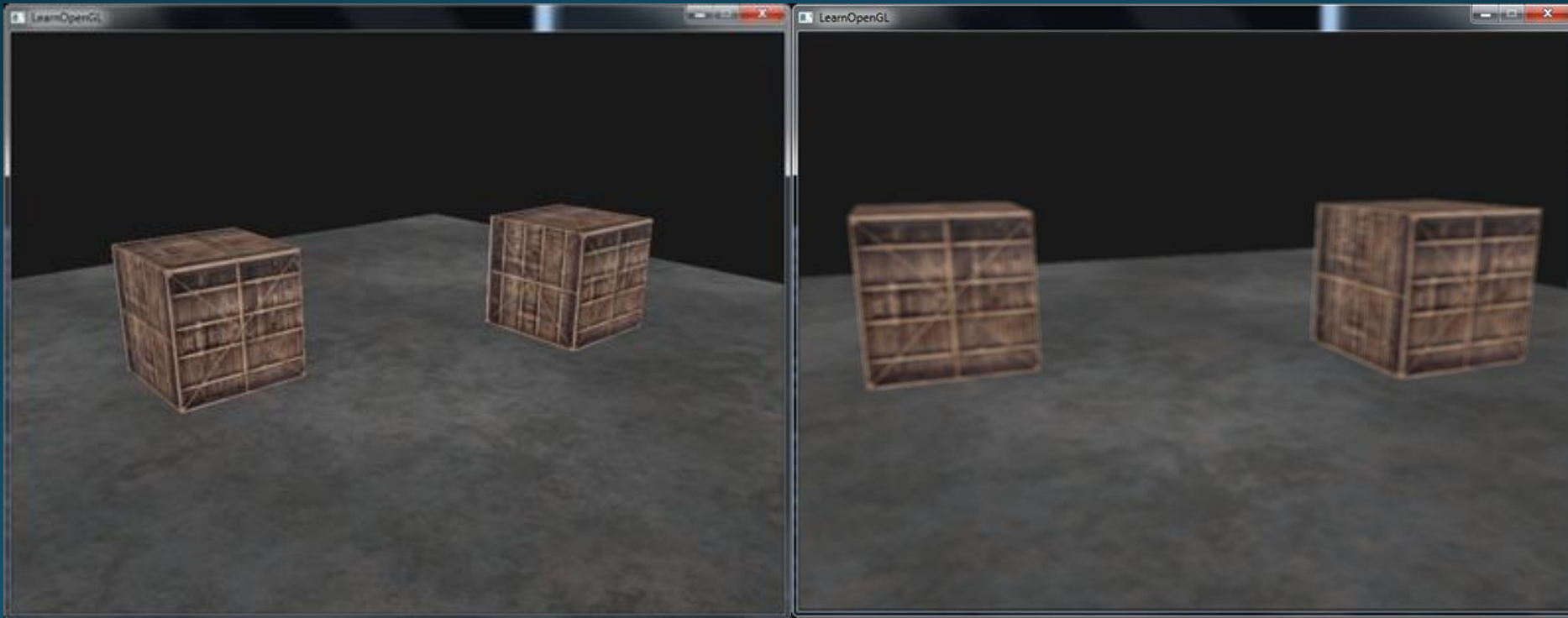
Water Ripple Effect by GLSL

I want to do...



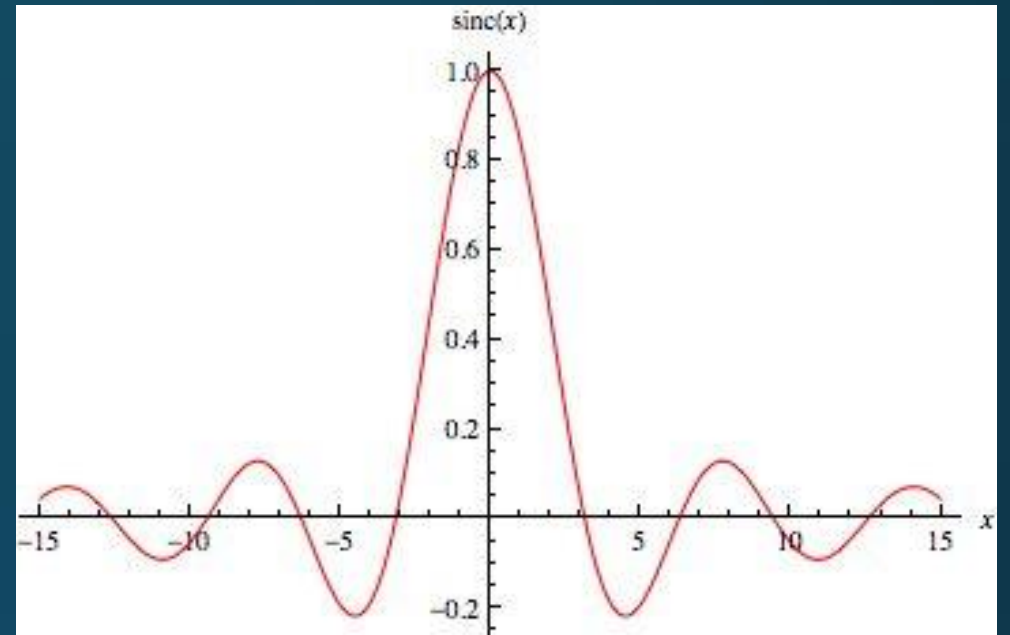
Post-processing

- Post-processing are effects applied after the main OpenGL scene is rendered.



Water Ripple Effect

- sinc function : $\text{sinc}(x) = \sin(x) / x$
- Screen_fs:
- `vec2 texcoord = TexCoords;`
- `vec2 p = -1.0 + 2.0 * texcoord; // 0~1 -> -1~1`
- `float len = length(p);`
- `vec2 uv = texcoord + (p/len)*sin(len*12.0 - offset*4.0)*0.01;`
- `vec3 col = texture2D(screenTexture, uv).xyz;`
- `color = vec4(col, 1.0);`



DEMO