

# Aquarama



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# Proposal

- Non-photorealistic rendering (Toon Shader)
- Particle effect
- Animated watersurface
- Animated spaceship / fish

## Additional stuff

- Bezier curve for flightpath
- Lights on spaceship

# Realized things

- Non-photorealistic rendering (Toon Shader)
- Particle effect (2D Sprites)
- Animated watersurface (simplex noise)
- Animated spaceship / fish
- Bezier curve for flightpath
- TV (Texture Displacement)

Demo

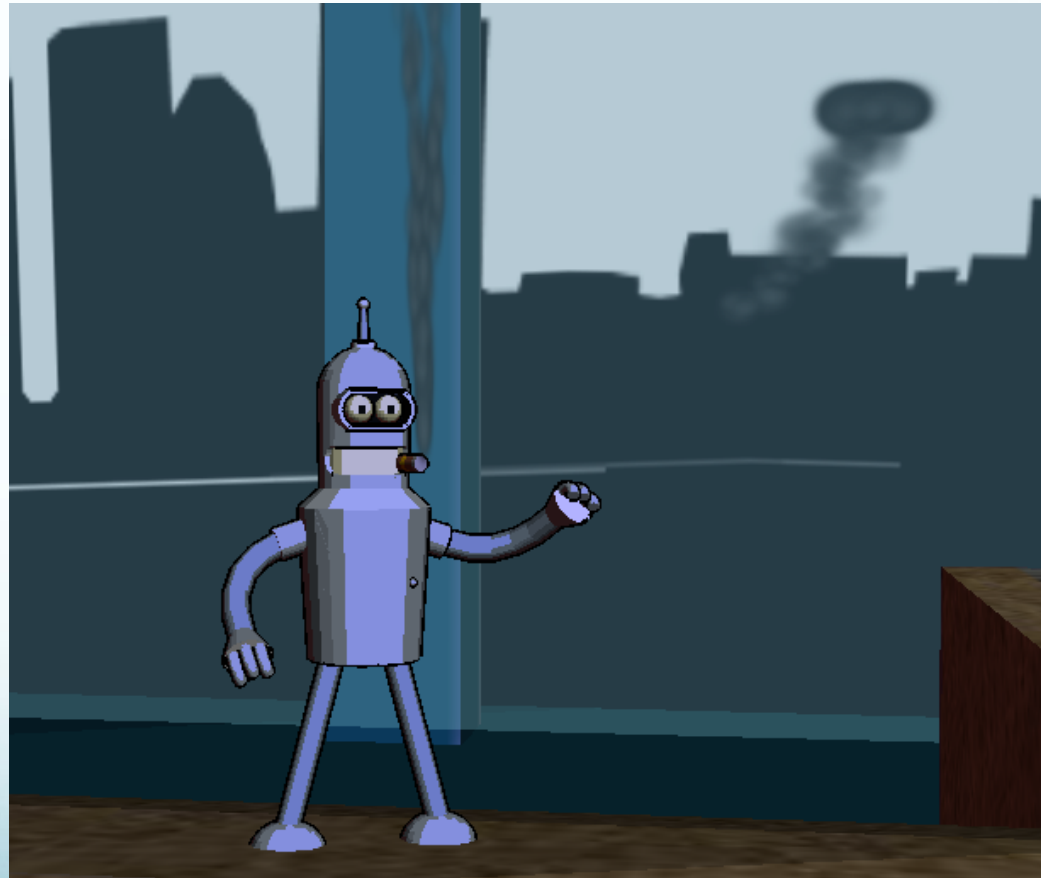
# Planned effects / techniques

Non-Photorealistic Rendering (Toon Shader)



# Planned effects / techniques

## Particle Effect



# Planned effects / techniques

## Animated Watersurface



# Planned effects / techniques

Animated Spaceship / Fish





# Additional effects / techniques

- TV
- Bezier curve for flightpath

