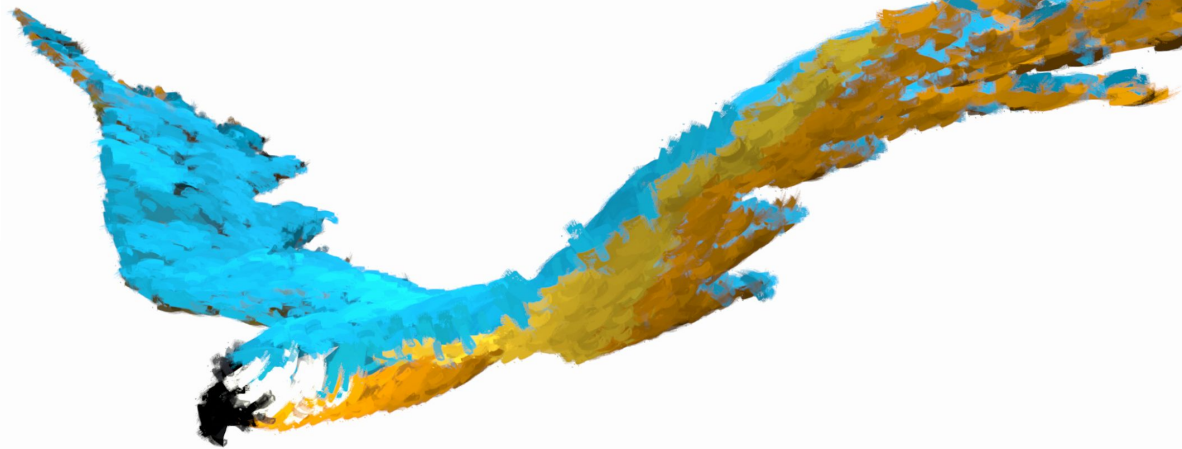
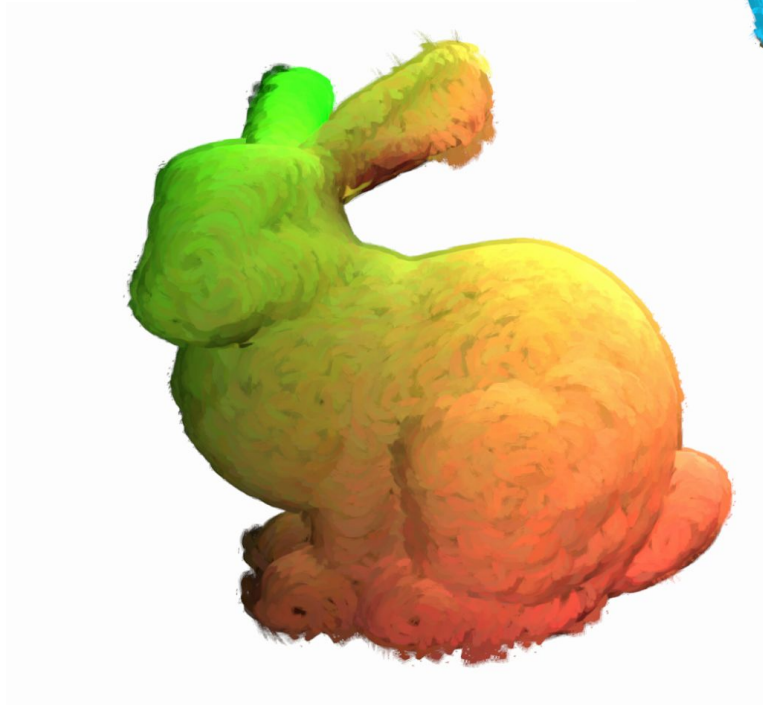


Painterly Rendering in Unity

Simon Haag
Medieninformatik
7. Semester

Ziel war es, eine Non-photorealistic
Rendering-Pipeline in Unity
aufzubauen, mit der interaktiv Bilder
im Painterly-Look erzeugt werden
können.







Object



Particle System

Vertex Shader

Color & Lighting

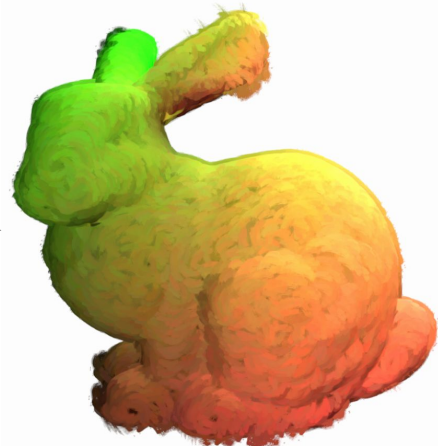
Size

Rotation & Curvature



Brush Texture

Fragment Shader



Final Image

