

An extra slide has been added to Lecture five. In the updated PDF for the lecture notes, it is slide 31.

Bonus slide

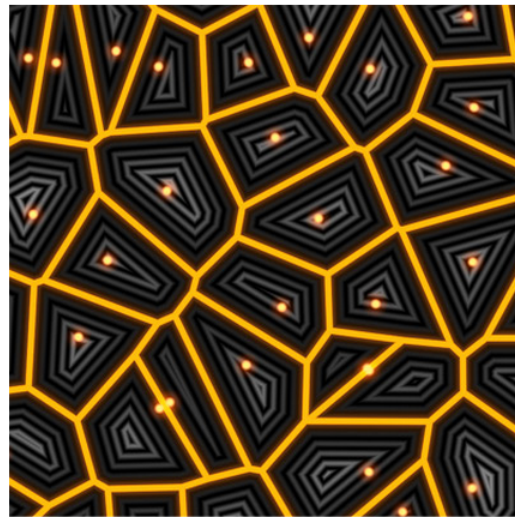


## Voronoi diagrams in the fragment shader

For a limited set of generating points, can compute the *Voronoi Diagram* in the fragment shader.

Simple version: “F2-F1”: find the nearest two generating points by iteration, render the isolines where their forces = 0.

Better: With a two-pass solution, can generate the isolines *within* the cell as well (see link)



Ifigo Quilez (Pixar, Oculus)

<http://www.iquilezles.org/www/articles/voronoiines/voronoiines.htm>