

CS 557
Final Project

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Proposal:

I am proposing to undertake a project involving the 3D modeling of a bunny object with the aim of enhancing its visual appeal. The project will be approached by implementing various techniques, including surface displacement, noise bump-mapping, flat lighting, and cube mapping.

The first step will involve lighting the bunny object correctly to bring out its features. Next, the surface of the bunny will be displaced using mathematical equations to add more depth and character to the object. To further enhance the texture of the bunny, noise will be applied using both NoiseAmp and NoiseFreq functions in glman to achieve a rugged skin effect.

The bunny will then be lit using flat lighting, which will help to create a uniform illumination effect and bring out the bunny's details. Finally, the bunny object will be placed in a cube mapping room to showcase my cube mapping ability.

In summary, the project will include the following tasks: acquiring a bunny object and correctly lighting it, applying surface displacement using mathematical equations, implementing noise bump-mapping using NoiseAmp and NoiseFreq in glman, using flat lighting to illuminate the bunny, and creating a cube mapping room to showcase the bunny object.

Link: https://media.oregonstate.edu/media/t/1_r7dwq4yv

What I did:

1. Correctly used the lighting.
2. VertexNoise(Displacement mapping) done correctly.
3. Cube Mapping done perfectly.
4. Color noise magnitude and color noise frequency done perfectly.
5. And the other factors like shininess, ambience, diffuse, specular implemented perfectly.

Overall, I was successfully able to create what I proposed and this allowed me to enhance my knowledge greatly.

Screenshots:







