

E05 – Advanced texture effects

This example shows advanced texture effects that can be achieved with special textures and shaders.

`index.html`, shows a geometric primitive on screen: you can choose which one with the slide at the bottom of the screen. Then, you can select a material that comes with normal map, height map, roughness, metalness and ambient occlusion. You can select whether to use normal maps, height maps or ambient occlusion. You can replace the albedo of the material with a solid color.

You can also select a type of environment, characterized by environment maps or by three directional lights.

WARNING: this is just an approximated version of the PBR with IBL! It has been published to let you understand the power that can be achieved by pre-computing textures, and cleverly mix reflections with pre-computed lighting.
A complete and correct PBR implementation will be released later.