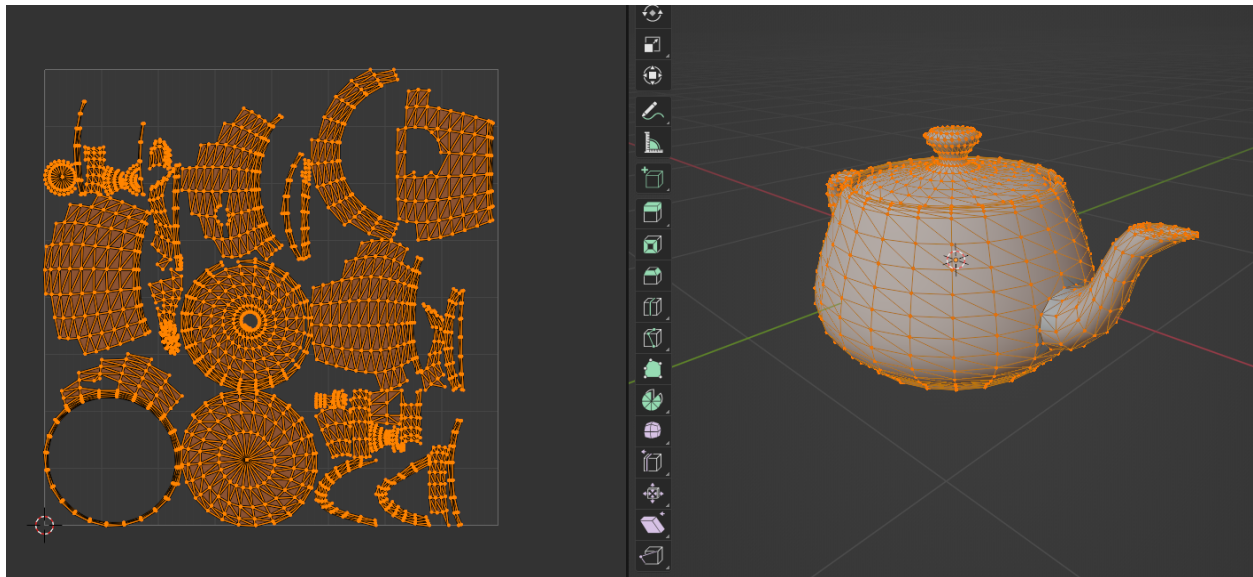Ben Riesett
CSC 322
Dr. Bui
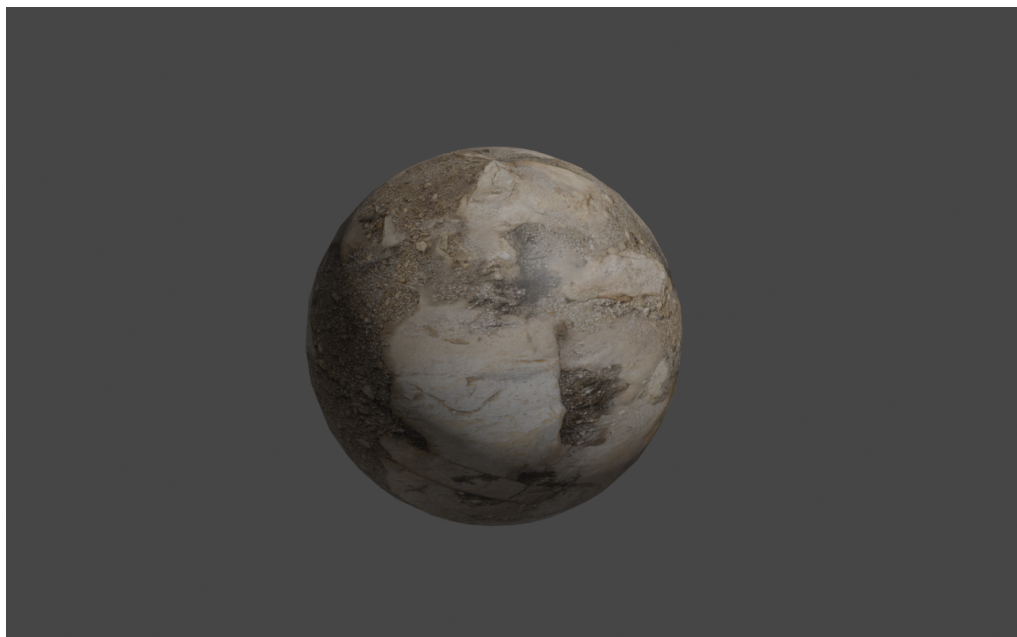
Blender Activity 6

I used the teapot from the last blender activity to complete checkpoint 1. The UV map for the teapot is shown below.
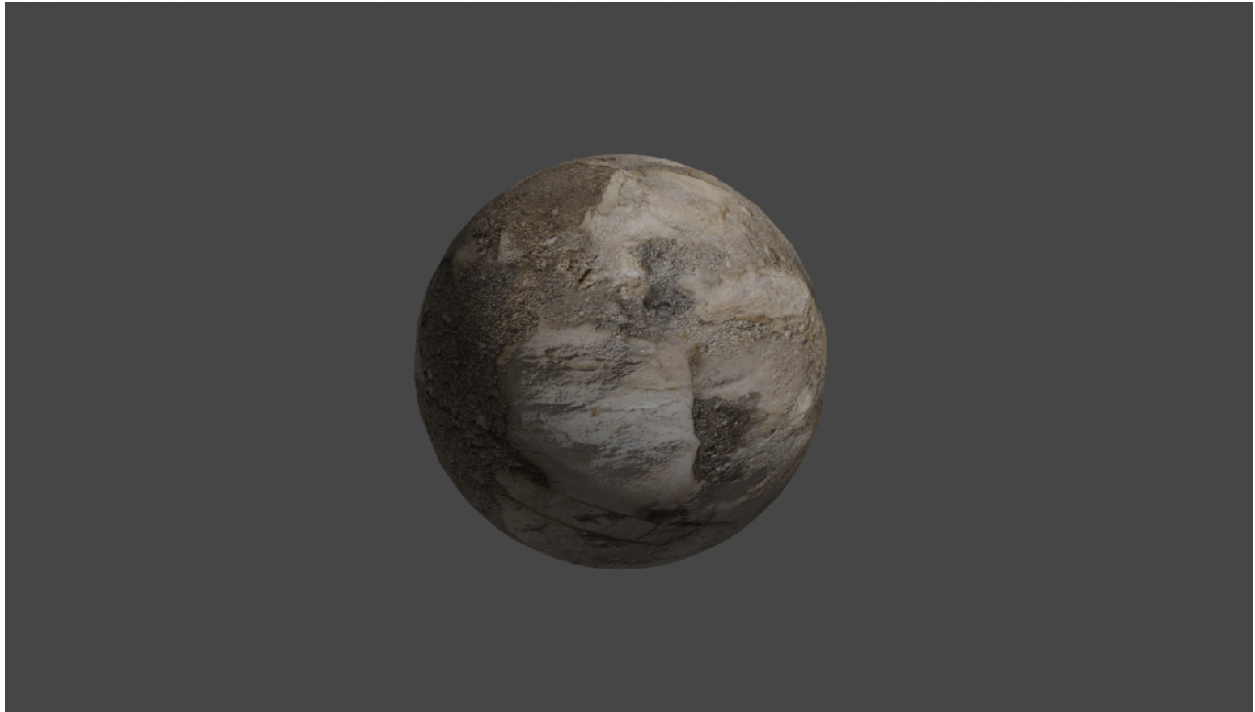
Checkpoint 1)

Checkpoint 2) Rendered sphere with rock texture

After adding normal map:

Normal map adds some texture to the sphere to make it feel and look more rocky.

After adding displacement map:

Displacement map changes the shape of the sphere to make it look like a rock - that is not perfectly circle and has protrusions of different size and angle