

Rui Gao

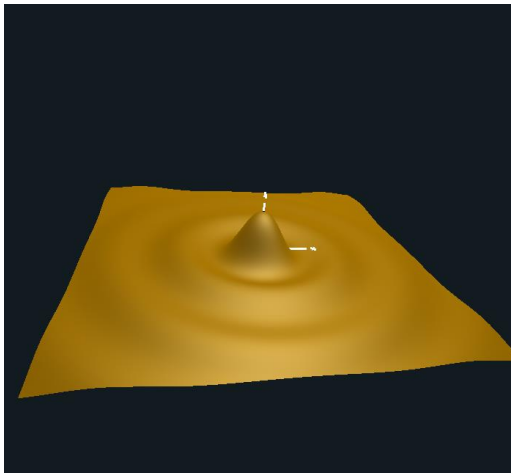
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Project #3

Displacement Mapping, Bump Mapping, and Lighting

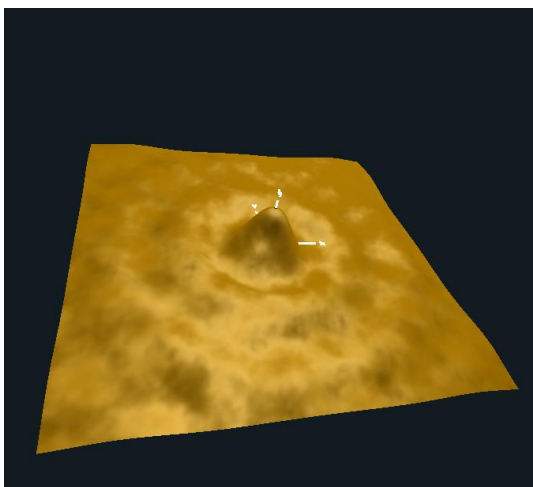
[Kaltura Capture recording - January 28th 2022, 9:56:48 pm - OSU MediaSpace \(oregonstate.edu\)](#)

Correctly show the effect of changing uA and uK



Correctly show the effects of changing $uNoiseAmp$

Correctly show the effect of changing $uNoiseFreq$



Use lighting to show that you have computed the normal correctly

Use lighting to show that you have computed the bump-mapping correctly

