

# CS7GV03 - Assignment 3

## Normal Mapping

7 February 2023

# Assessment Details

- This Lab is worth 15% of the mark for the module
- You must demo the lab next week Tuesday, **14<sup>th</sup> February 2023**
- Submit:
  - A short (less than 5 minutes) YouTube video link of your demo (with voice over)
  - Source code and shader code for your program (Source code only do not include executable)
  - A short description of your scene and mention any external libraries, 3<sup>rd</sup> party source code you may have used (max 1 paragraph)
- You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
- You must use GLSL

# Goals

- **Implement a shader for an object that demonstrates Bump and Normal Mapping**
- **SECONDARY OBJECTIVES**
  - Implement a scene with some rotating objects using the above shaders
    - Try to make the scene as photorealistic as possible
    - Try to add some variation in models, scene, shader to make your demo slightly unique

# Reference

## Tutorial 13 : Normal Mapping

<http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-13-normal-mapping/>