

CS 457/557 -- Winter Quarter 2021

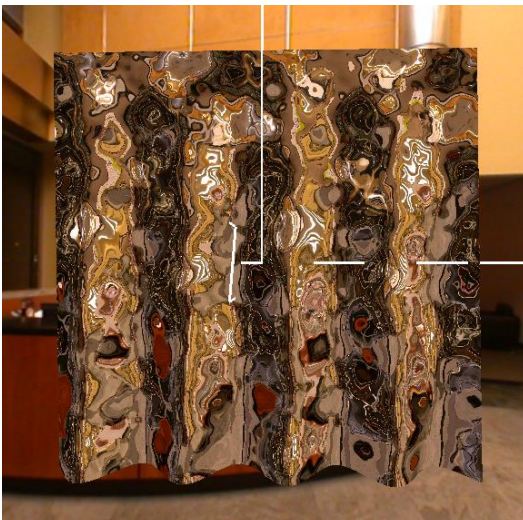
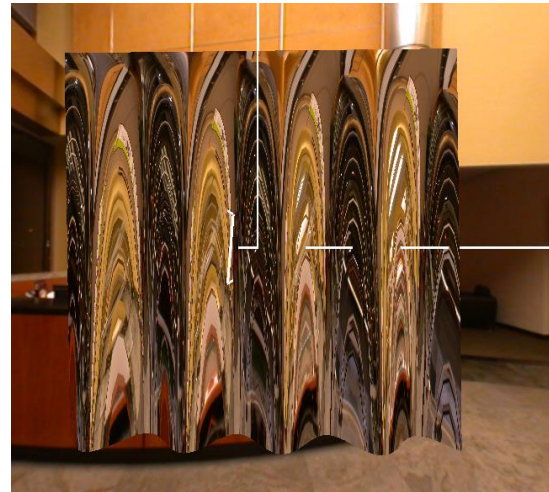
Project #4

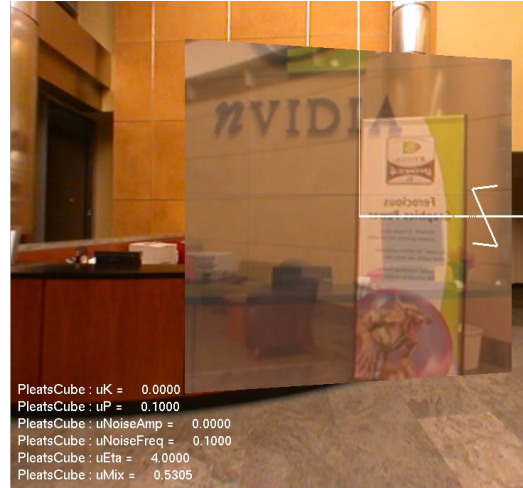
Cube Mapping Reflective and Refractive Bump-mapped Surfaces

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- What I did and explaining why it worked this way
 - 1) I applied the concept of the project#3 to create the square first
 - 2) Add the reflect and refract functions after I done the first step then I can get the result of the new value of reflect and refract
 - 3) In the end, mix refractColor and reflectColor to determine how many portion of them will be shown.
- Screen shots from program:





- Video Link: <https://youtu.be/9tgf3yYujx8>