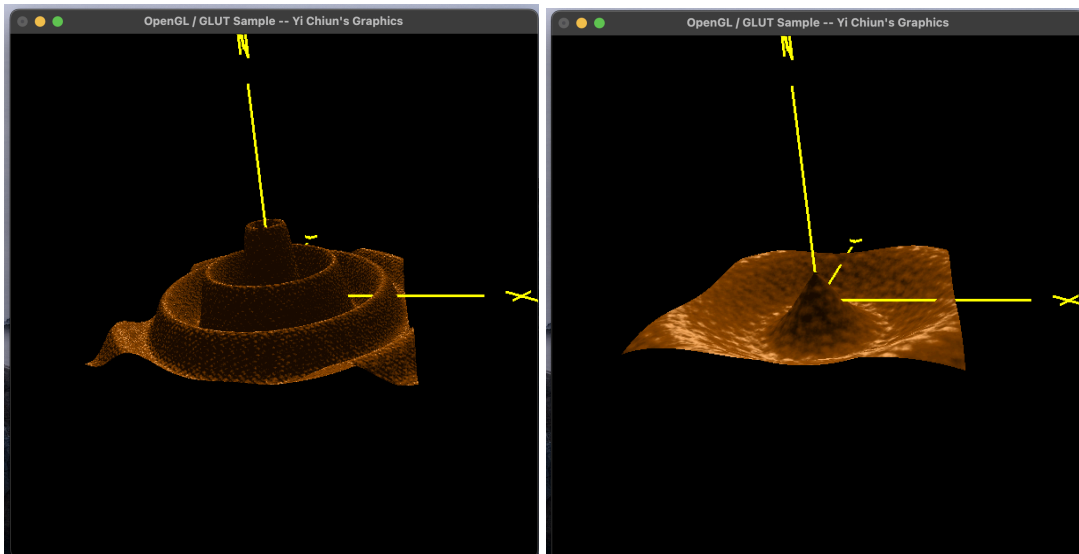


Yi Chiun's Project 3 Displacement Mapping, Bump Mapping, and Lighting

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- ☐ I have made an object for this project. In this assignment, I use the GLSLProgram C++ class to create a shader from the pattern.vert and pattern.frag files. Declare variables uA, uB, uC, uD, uNoiseAmp, uNoiseFreq, and texture. Besides, create key times and set values, allowing the flat to change in the XYZ vector with the progression of key time. Then, write the calculus formulas provided by the teacher in the pattern.vert and plug in our previously written uA, uB, uC, and uD with keytime values. This will create a mapping effect on the plane. And get a noise value by indexing into a noise texture, and projecting the noise texture on the shader, which makes the bump-mapping effect on the plane.



- ☐
- ☐ https://media.oregonstate.edu/media/t/1_p9b0tkc5