BRDF in fragment shaders examples

This example shows the code used during the lesson to define some BRDF and ambient light model. The most important parts of this example are files `NormalMapShader.frag` contained in the `shaders` folder, which were the ones that were modified during the lesson. Please have a look at them.

The `textures` folder also includes different textures you can assign to the object, to test how they will appear with different materials. To change them, just replace the file names in the "`textures`" section of the JSON file `models/scene.json`.