Real Time Graphics Lab 6.

# Week 6 – Lab F

## Exercise 1.

Normal mapped bumpy cube.

### Solution:

Sample Output:

Sample Output:

### Reflection:

Metadata

## Exercise 2.

Height map-based bumpy cube.

### Solution:

Sample Output:

Sample Output:

### Reflection:

Metadata

## Exercise 3.

Procedural mapping.

### Solution:

Sample Output:

Sample Output:

### Reflection:

Metadata

## Exercise 4.

Parallax mapping-based bump effect..

### Solution:

Sample Output:

Sample Output:

### Reflection:

Metadata

## Exercise 1.

Normal mapped bumpy cube.

### Solution:

Sample Output:

Sample Output:

### Reflection:

Metadata