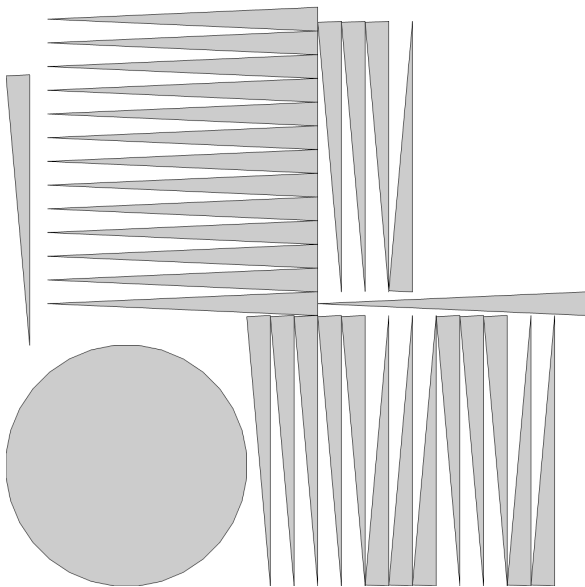


David Olumilua

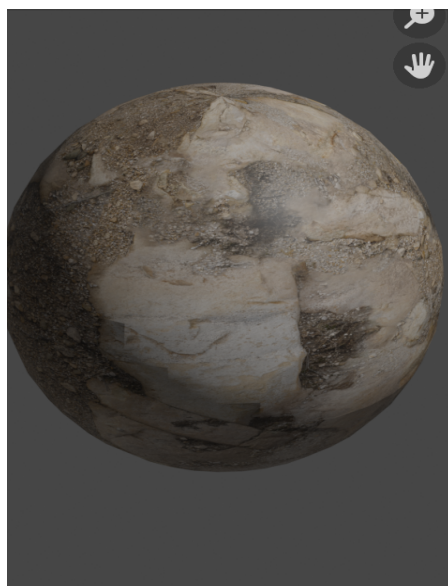
Professor Bui

CSC 322

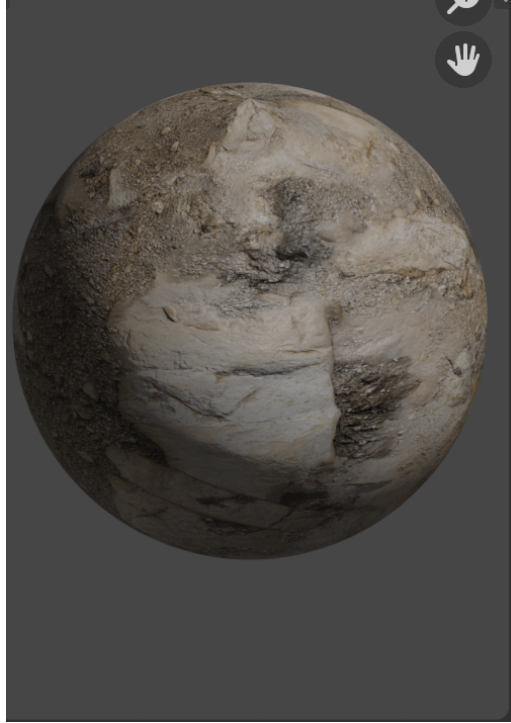
1.



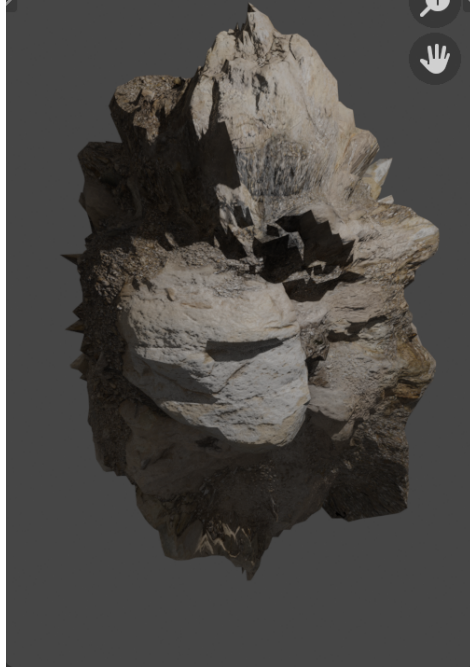
2. Q



a.



- b. The normal map makes it appear more realistic somehow; This render compared to the first one isn't simply smooth mapping but rather has an actual rocky texture



- c. The displacement map distorts the sphere to make it so that the given texture maps properly to the surface sphere; it's no longer like the realistic sphere but has created a rigid structure