

CS7GV03 - Assignment 3

Bump and Normal Mapping

16 February 2021

Assessment Details

- This Lab is worth 15% of the mark for the module
- You must demo the lab next week Tuesday, **23rd February 2021**
- Submit:
 - A short (less than 5 minutes) video of your demo
 - **Source code** and **shader code** for your program (Source code only do not include executable)
 - A short **description of your scene and mention any external libraries, 3rd party source code** you may have used (max 1 paragraph)
- You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
- You must use GLSL

Goals

- **Implement a shader for an object that demonstrates Bump/Normal Mapping**
- **SECONDARY OBJECTIVES**
 - Implement a scene with some **rotating objects** using the above shaders
 - Try to make the scene as photo-realistic as possible
 - Try to add some variation in models, scene, shader to make your demo slightly unique

Reference

Tutorial 13 : Normal Mapping

<http://www.opengl-tutorial.org/intermediate-tutorials/tutorial-13-normal-mapping/>