CS7GV03 - Assignment 3

Bump and Normal Mapping

4 February 2020

Assessment Details

- This Lab is worth 15% of the mark for the module
- You must demo the lab next week Tuesday**, 11th February 2020**
- 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 demomstates Bump/ Normal Mapping**

- **SECONDARY OBJECTIVES**
  - Implement a scene with some rotating objects using the above shaders
    - Try to make the scene it as photorealistic 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/