PROJECT #3
DISPLACEMENT MAPPING, BUMP MAPPING, AND LIGHTING

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Due : January 31, 2020
Link : https://media.oregonstate.edu/media/t/0_4ldsuscq

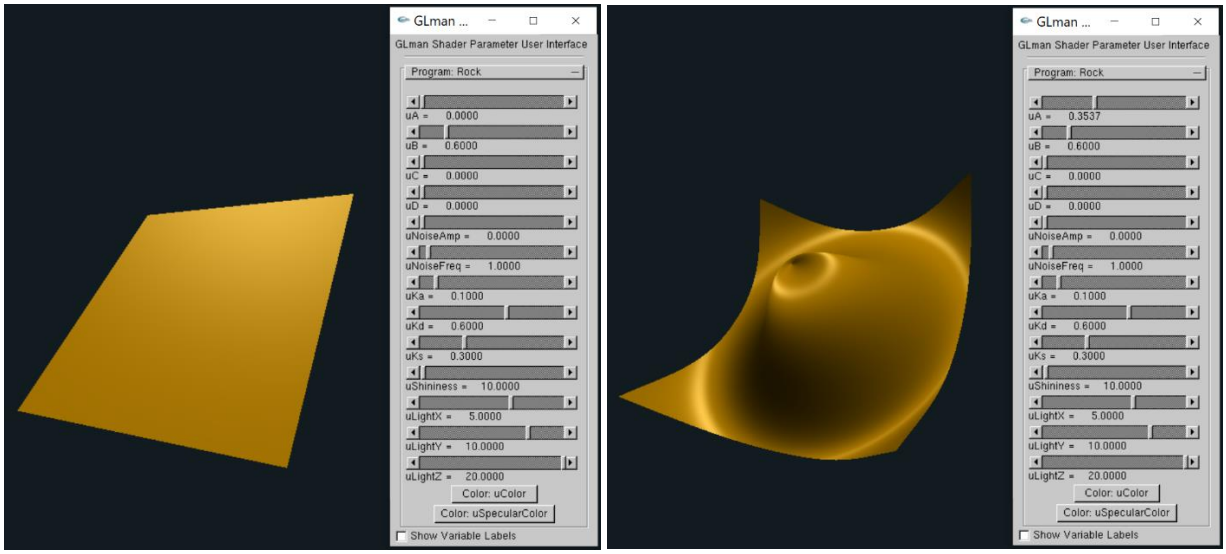
➔ Requirement

The goals of this project are to use displacement mapping to turn a simple shape into a more interesting one, re-compute its normals, bump-map it, and light it. Simple! What could possibly go wrong?
The turnin for this project will be all of the source files and a PDF report containing:

- What you did and explaining why it worked this way
- Side-by-side images showing different values for the input parameters
- Per-fragment lighted image(s) showing that your normal computation is correct.
- Per-fragment lighted image(s) showing that your bump-mapping is correct.
- A link to your video

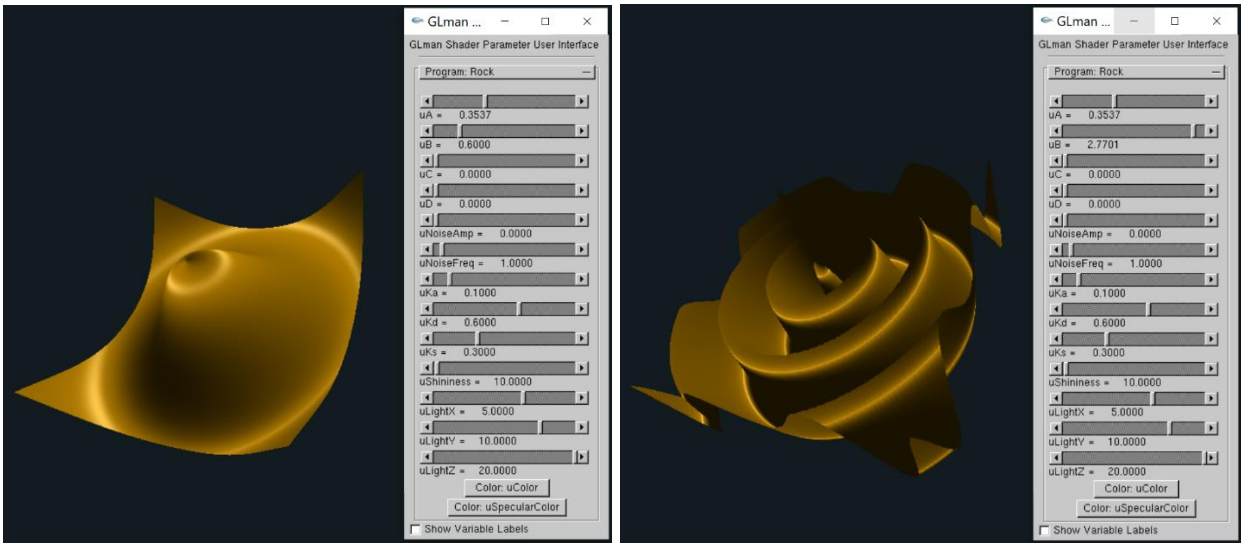
Here I provide side-by-side images showing different values for the input parameters:

- **uA**
  → with the value of left picture being smaller than the right picture



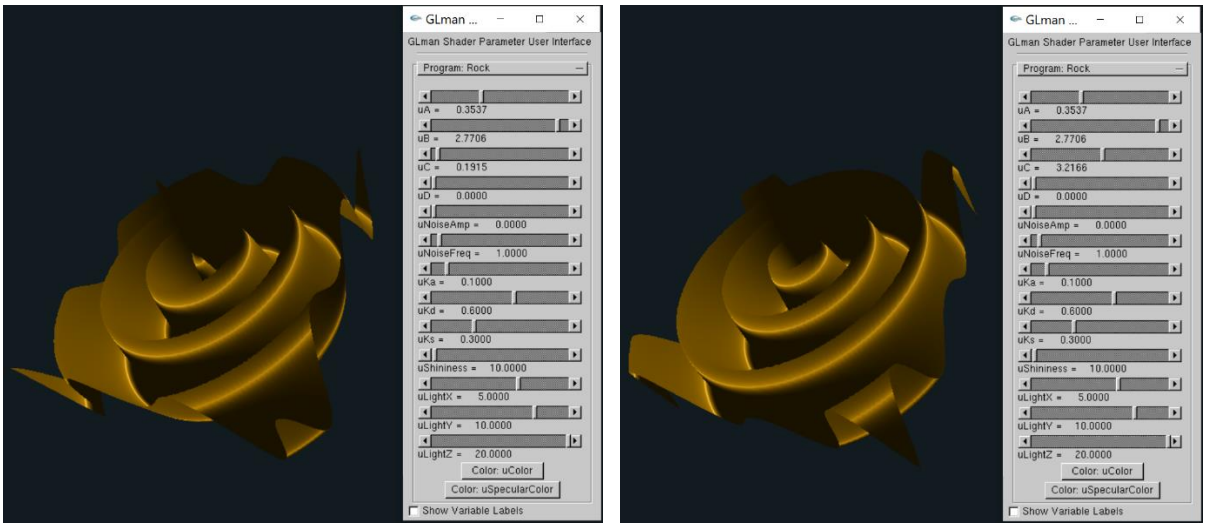
- **uB**

  → with the value of left picture being smaller than the right picture



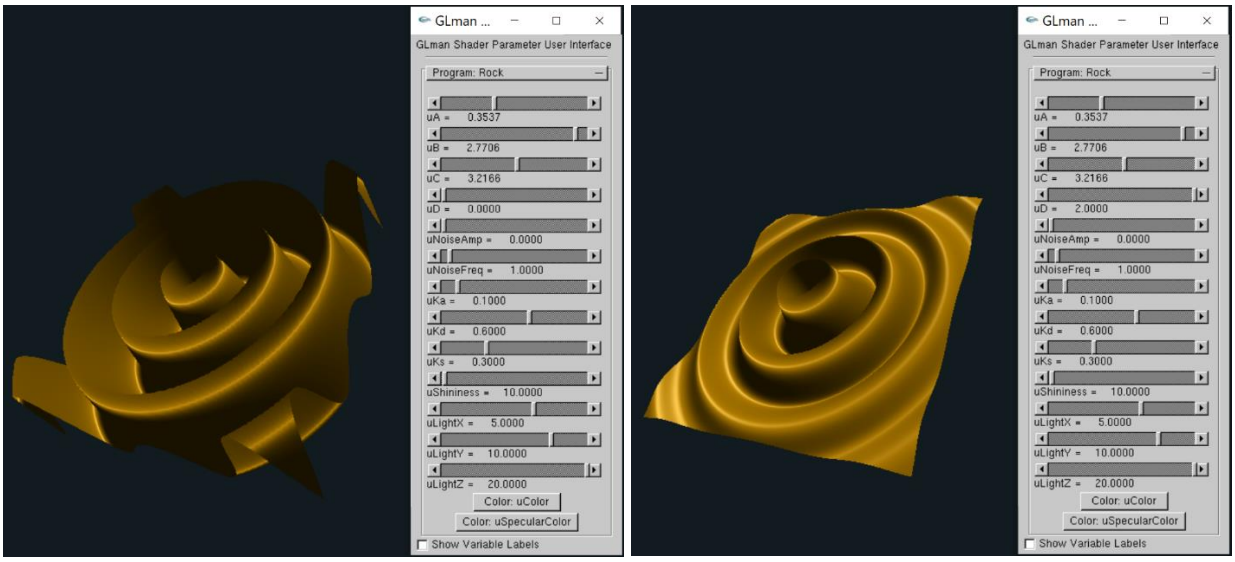
- **uC**

  → with the value of left picture being smaller than the right picture (in this case, we cannot really see the difference in the picture, because this parameter is actually about movement and direction).



- **uD**

  → with the value of left picture being smaller than the right picture. In this case, I set the value for left picture to be 0.



- **Another** comparison especially in the lightning will be shown in the video with the link provided on the beginning of this document!