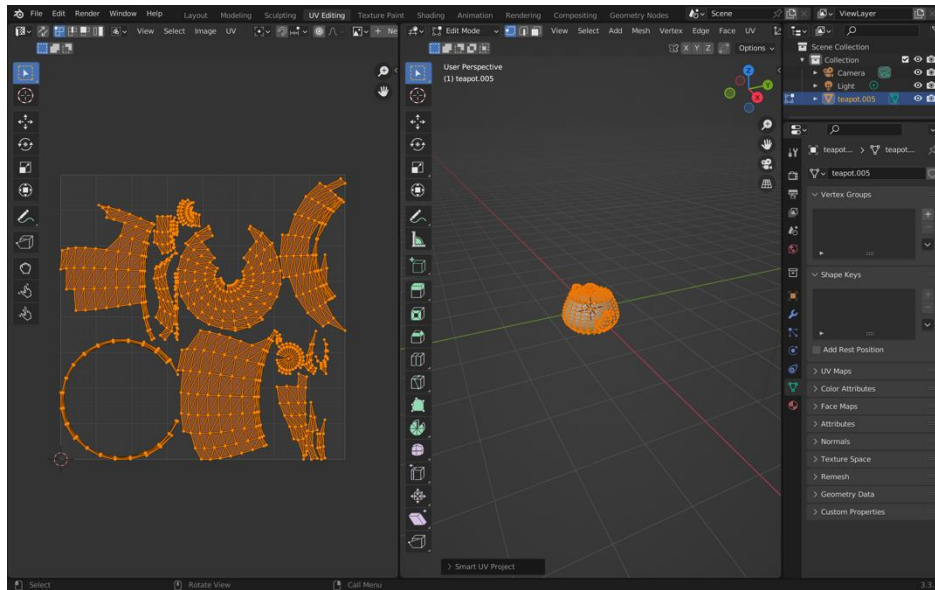


Samuel Nwuha
CSC 322
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Activity 6

Checkpoint 1:



Checkpoint 2.1:



Checkpoint 2.2: Adding Normal map add the appearance of texture, making the sphere look more like a rock.



Checkpoint 2.3: After adding Displacement map, the shape of the sphere looks more like a bit of rock. For example, it has different edges pointing out of it.

