**Bumped Environments Challenge**

Create a shader that takes a normal map and a cube map. The normal map is to be unwrapped onto the surface normals and then multiplied by 0.3. The cube map should be used to set the Albedo. This will give a metallic reflective bump mapped surface. See images below

A cartoon rabbit in the sky

AI-generated content may be incorrect.A cartoon animal in the sky

AI-generated content may be incorrect.

Resources for this lecture

* BumpRefChallenge.shader.zip