REPORT ON WEEK 4

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- In this week assignment, I made use of three.js to implement the textures, environmental mappings and bumps on an object by giving a special effect to the object.

- Implementation of textures is very simple as just the function TextureLoader is to be used and envMap is used to produce environmental mapping and map is used to produce a bump.

- This assignment helped me in learning how a texture can be interactive and not only an image but also, a video can be used as texture for an object.

- This assignment will further assist me in providing an interactive and an attractive output for the final assignment.