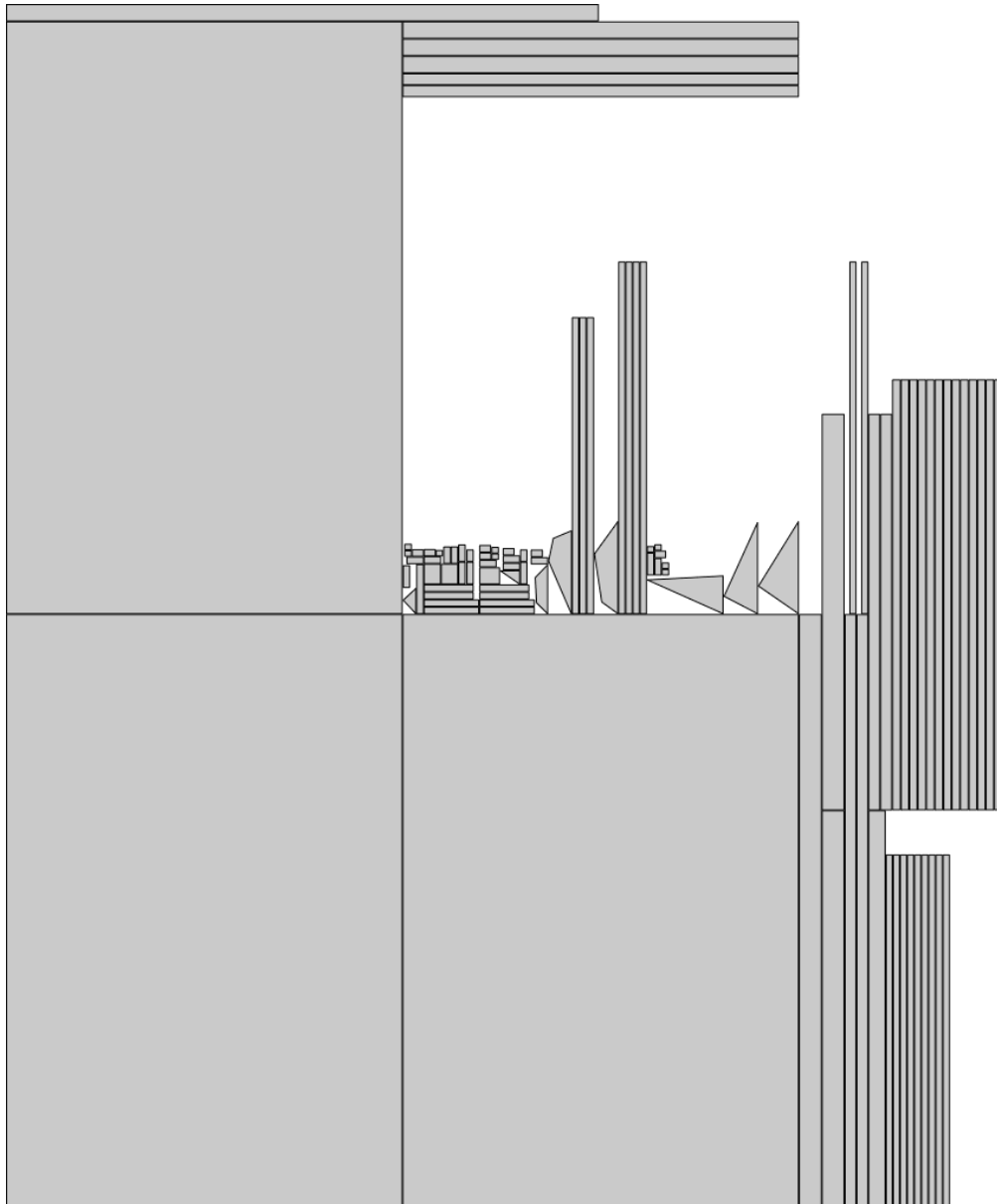


Raghad Alghamdi

Activity 6

Checkpoint 1:



Checkpoint 2.1:



Checkpoint 2.2:

The image with normal map looks more realistic, where it shows the bumps and dents.



Checkpoint 2.3:

Adding the displacement map where it changed the shape of the sphere to make it look more like a rock, where it used texture map to cause the effect to transfer the sphere into a rock.

