**CS557 Final Project Proposal**

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I want to do something interesting to our deer object. First of all, I need to light this object and then displace the surface of this deer, hopefully this deer can be an object not that disgusting. After displacement, I will use NOISE to correctly bumping the surface so that we can get a rugged skin deer. And I will also implement flat lighting on the surface. And I will put this object in a cube mapping room to show my cube mapping ability.

In this project, I intent to do the following tasks:

1. Grab a deer object and correctly lighting it ---------------------------------- 10pts
2. Correctly displace the surface of this deer using some mathematical equations ----------------------------------------------------------------------------- 20pts
3. Correctly use noise including NoiseAmp and NoiseFreq in glman to bump-mapping the surface of this deer ----------------------------------------------- 40pts
4. Correctly use flat lighting to light the deer ----------------------------------- 20pts
5. Correctly use cube mapping to create a room ------------------------------ 10pts