

Assignment 3: Bump Mapping

- Links:

Video 1 link:

<https://youtu.be/d4ggLUZx6nI>

Video 2 link:

<https://youtu.be/1kp7NHXIPCg>

-Description:

Video 1 description:

All three rotating balls are using bump mapping, with respective normal maps

Video 2 description:

All three balls using bump mapping with respective normal maps.

Notice the way the bumps "grow out (in)" (surface of the balls changes gradually from dark and smooth to lighten-up bumps)

-Library used:

Anton's Maths_functions

Assimp for loading mesh

stb_image.h for loading image

-Codes following:

https://github.com/capnramses/antons_opengl_tutorials_book/tree/master/20_normal_mapping

<https://learnopengl.com/Advanced-Lighting/Normal-Mapping>

-Codes are (mostly) in:

VBO_FUNCTIONS

vertex shader: normalMappingVS.glsl

fragment shader: normalMappingFS.glsl