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Displacement Mapping, Bump Mapping, and Lighting

Project #3

What I did:

For project 3, I started off with the displacement mapping. I used the given equations and code to change the normal and the positions of the vertices. I then added the per-fragment lighting, like the last project, as well as some more code from the bump mapping example. I then added the given code to create the noise for the bump mapping and plugged in that normal to the rest of the lighting equations.

Video Link:

https://youtu.be/tllQGeFixDo

Screenshots:

GLman Main User Interface Win

GLman Main User Interface Wind

GLman Shad...

man Shader Parameter User Interface

Program: Ripple

uA =   0.0854

uB =   1.7622

uC =   0.0000

uD =   0.0000

uNoiseAmp =   1.5549

uNoiseFreq =   0.9494

uKa =   0.1000

uKd =   0.6000

uKs =   0.3000

uShininess =   10.0000

uLightX =   5.0000

uLightY =   10.0000

uLightZ =   20.0000

Color: uColor

Color: uSpecularColor

Show Variable Labels