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Cube Mapping Reflective and Refractive Bump-mapped Surfaces

Project #4

What I did:

For project 4, I started off with the code given in the project handout. I then went through and replaced all the ???? with my values and variables from the last project. I used the same starting values from the last glib file. I then added the walls into the glib file, using the same code from the bump mapping lecture and the texture vert and frag file in the project handout. All of these components pieced together created the refraction/reflection, the cube mapping, as well as the ability to see the walls and textures.

Video Link:

https://youtu.be/ASpcKIQHv64

Screenshots:

GLman Main User Interface Window

GLman Main User Interface Window

GLman Shad...

GLman Shader Parameter User Interface

Program: Texture —

Program: RippleCube —

uA = 0.0854

uB = 1.2317

uC = 0.0000

uD = 0.0854

uNoiseAmp = 1.8598

uNoiseFreq = 0.2622

uMix = 1.0000

☐ Show Variable Labels

☐ Verbose