Emily West

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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:

A computer screen shot of a computer program

Description automatically generated

A screenshot of a computer

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A screenshot of a computer

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