

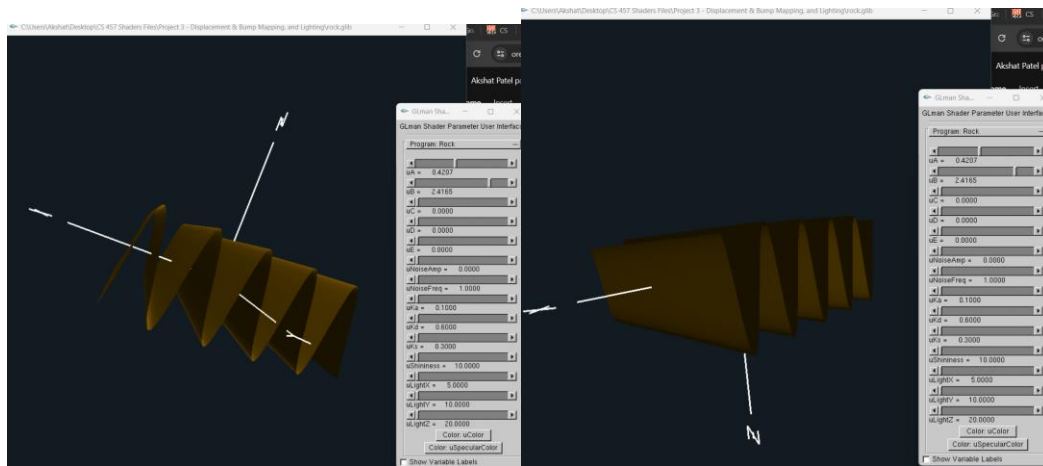
## Project 3 - Displacement Mapping, Bump Mapping, and Lighting

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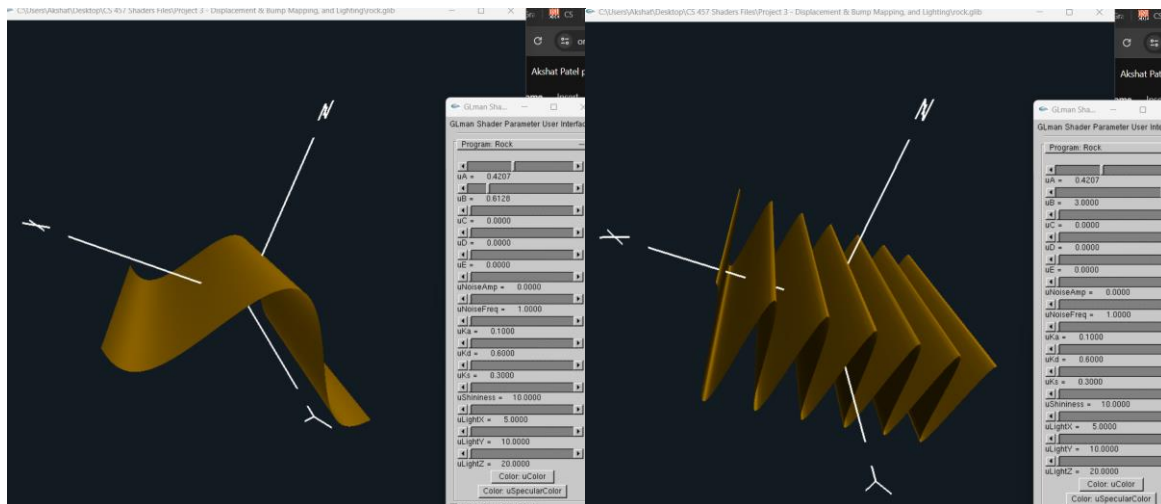
Explanation:

With the help of the given formulas along with google research I was able to find the formula that allowed me to calculate the normals.

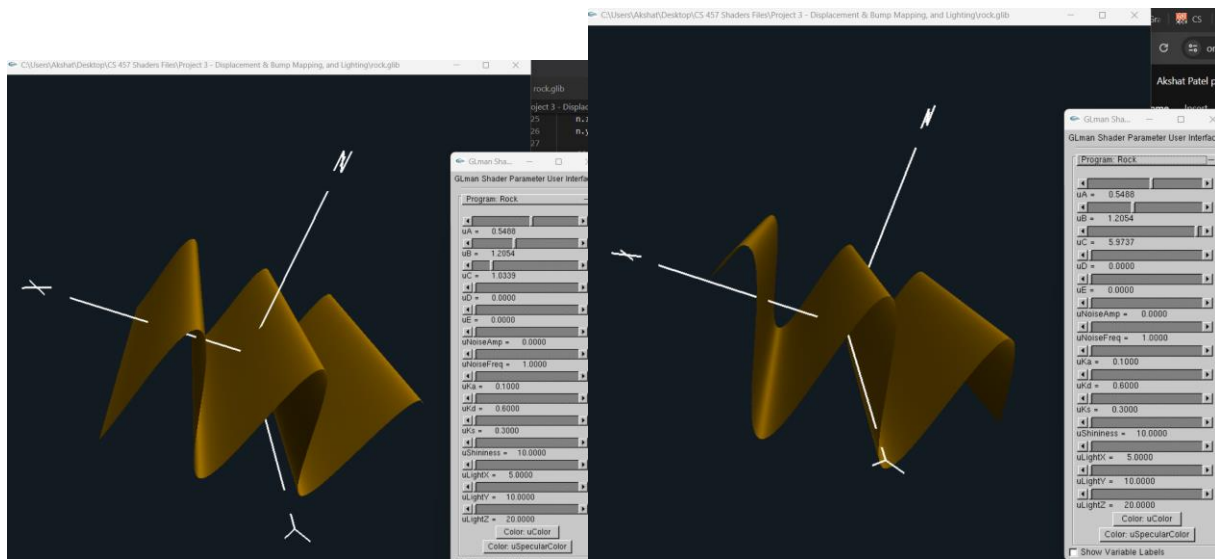
uA:



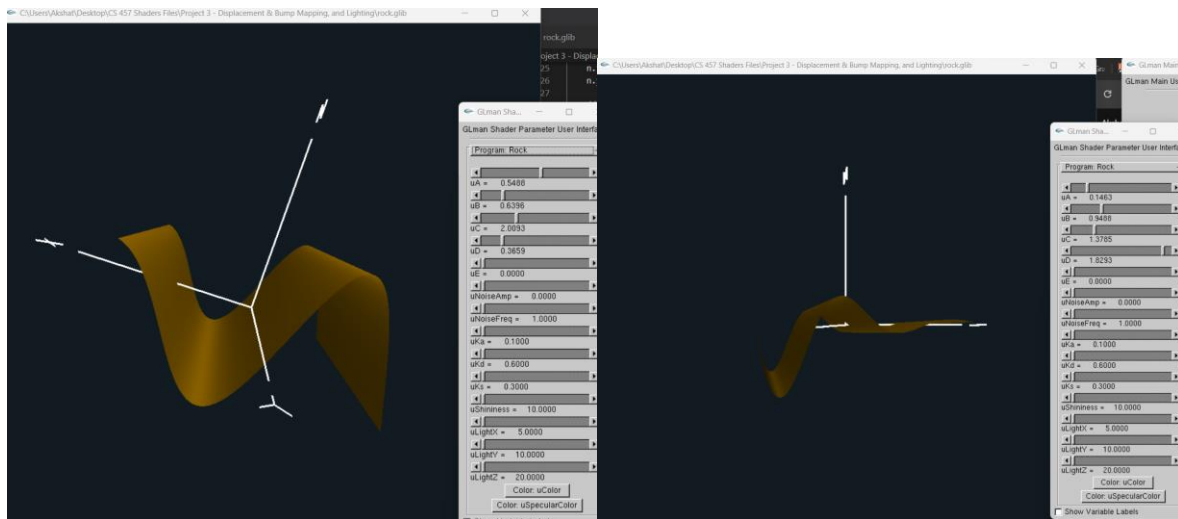
uB:



uC:



uD:



Video: [https://media.oregonstate.edu/media/t/1\\_59fsd6k8](https://media.oregonstate.edu/media/t/1_59fsd6k8)