**Employ Bump Mapping to Enrich the 3D NPR Image** ([DOI: 10.1109/ICSPS.2009.102](https://doi-org.umasslowell.idm.oclc.org/10.1109/ICSPS.2009.102))

This article goes over the use of bump mapping and shows several examples. The stylized bump mapping technique they are suggesting is intended for non-photorealistic renderings to create dynamic textures. They detect the edges of the objects and the shading on the objects to then employ bump mapping to create textures that look like pencil sketches in a notebook. They also mention adding stylized cartoon shading for colored objects.