NormalMap

- const double minMapVal const double maxMapVal
- std::string type
- + ~NormalMap() + virtual double calculate()=0
- + double dot product(std
- ::complex< double > u. std::complex< double > v)
- + double get min val()
- + double get max val() + std::string get type()
- # NormalMap(std::string type)

Neumorphic

- std::complex< double > z
- std::complex< double > dC - double heightFactor
- double angle double reflection
- std::complex< double > u
 - std::complex< double > v
- + Neumorphic(std::complex
- < double > z, std::complex < double > dC)
 - + double calculate()
 - + double get reflection()
 - + double get_heightFactor()
 - + double get angle()