

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)
```