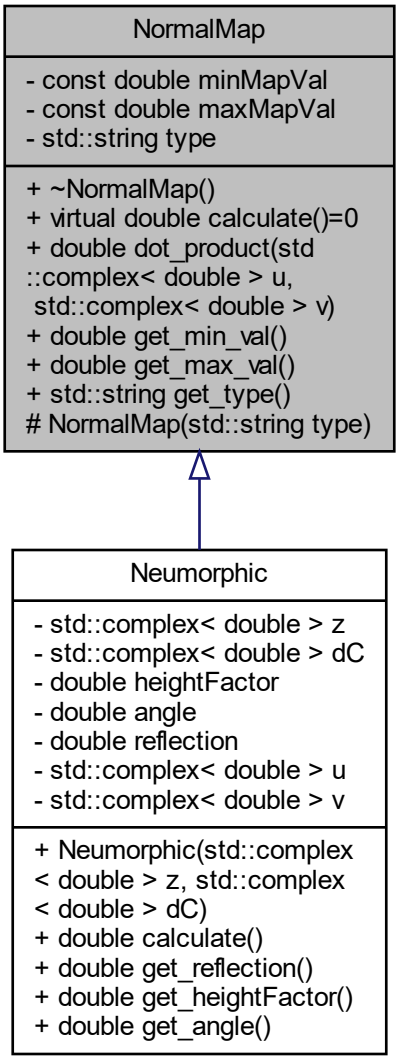
NormalMap
- const double minMapVal
- const double maxMapVal
- std::string type
+ ~NormalMap()
+ virtual double calculate()=0
+ double dot_product(std
::complex< double > u,
std::complex< double > v)
+ double get_min_val()
+ double get_max_val()
+ std::string get_type()
# NormalMap(std::string type)
Neumorphic
- 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()