Customized texture mapping

For my pomegranate object, I used the base color and normal direct texture and a combination of normal mapping and Phong shading to create a more detailed appearance for the fruit. I added a phong shading of a new light(Light4) to the normal mapping result of step 4 to create an additional warm and slightly pinkish light at coordinates (-5, -3, 3). Overall, I aimed to make the pomegranate realistic. The pomegranate has a deep wound on its surface that looks quite nasty, and I think that fits the theme of time well.