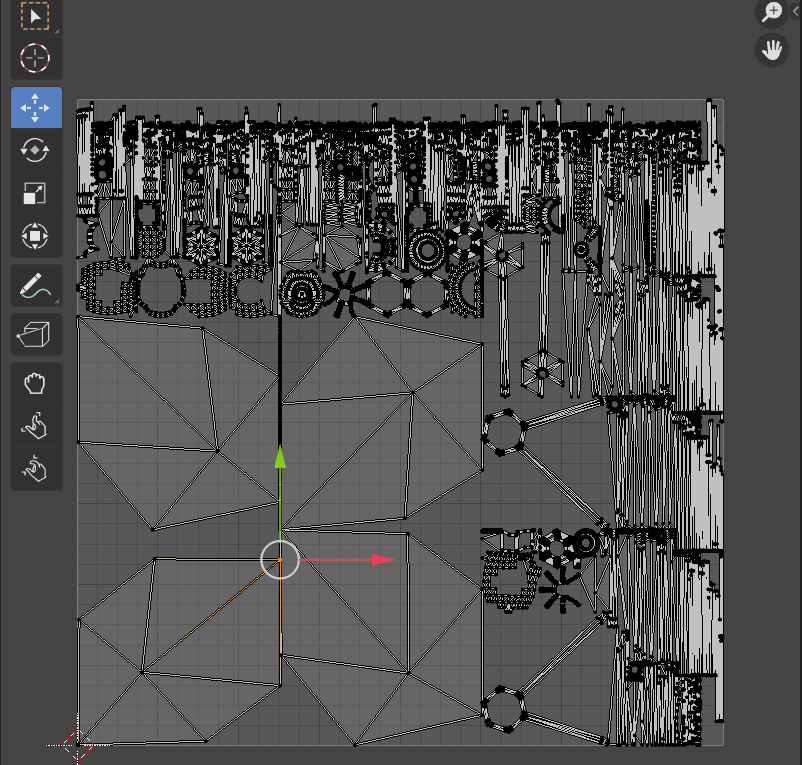
Gustavo Cestero

Dr. Bui

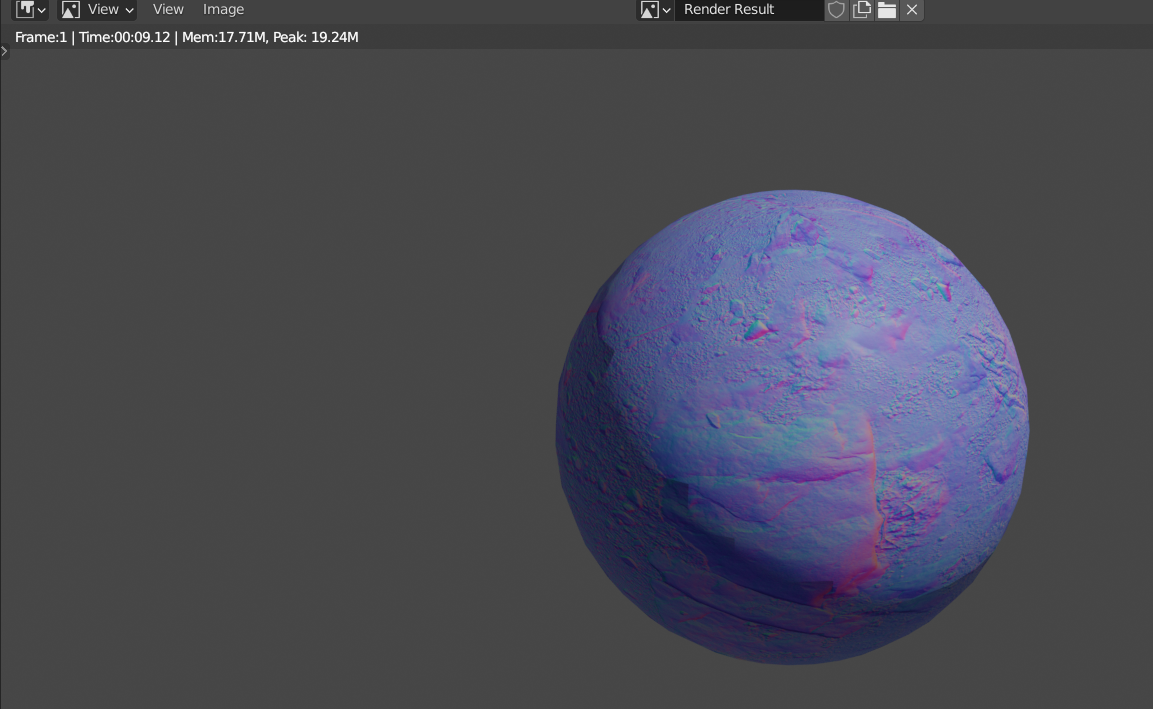
11/24/20

**Blender Activity 6: Texture Mapping**

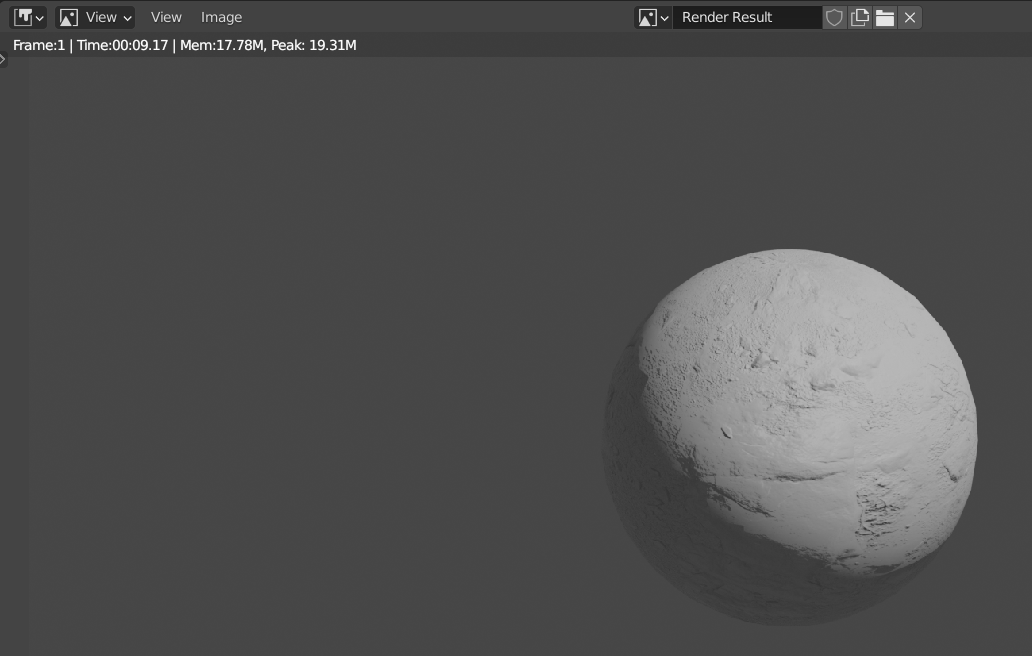
Checkpoint 1:



Checkpoint 2.1:



Checkpoint 2.2:



In this checkpoint, adding the effects of normal map diffused the color of my sphere with the rock texture.

Checkpoint 2.3:

