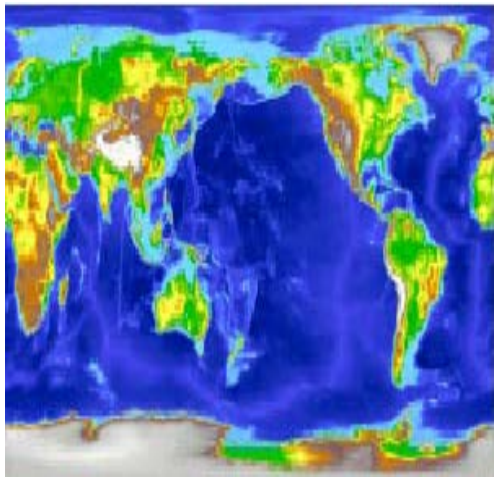
Bump Mapping

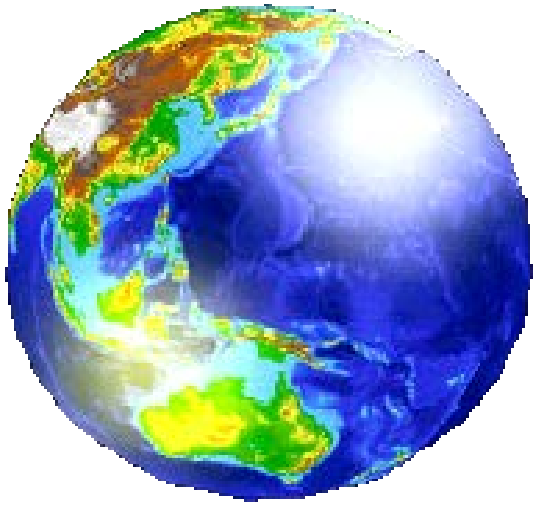
CS418 Computer Graphics

John C. Hart

Texture Mapping

C





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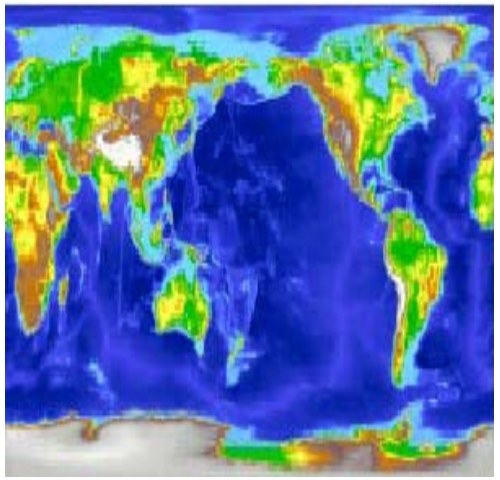
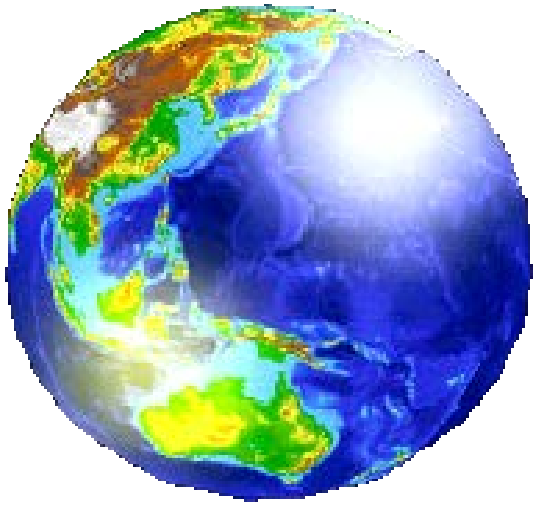
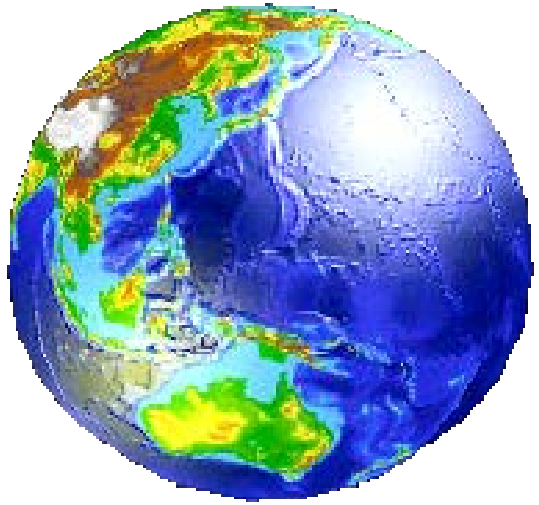
C







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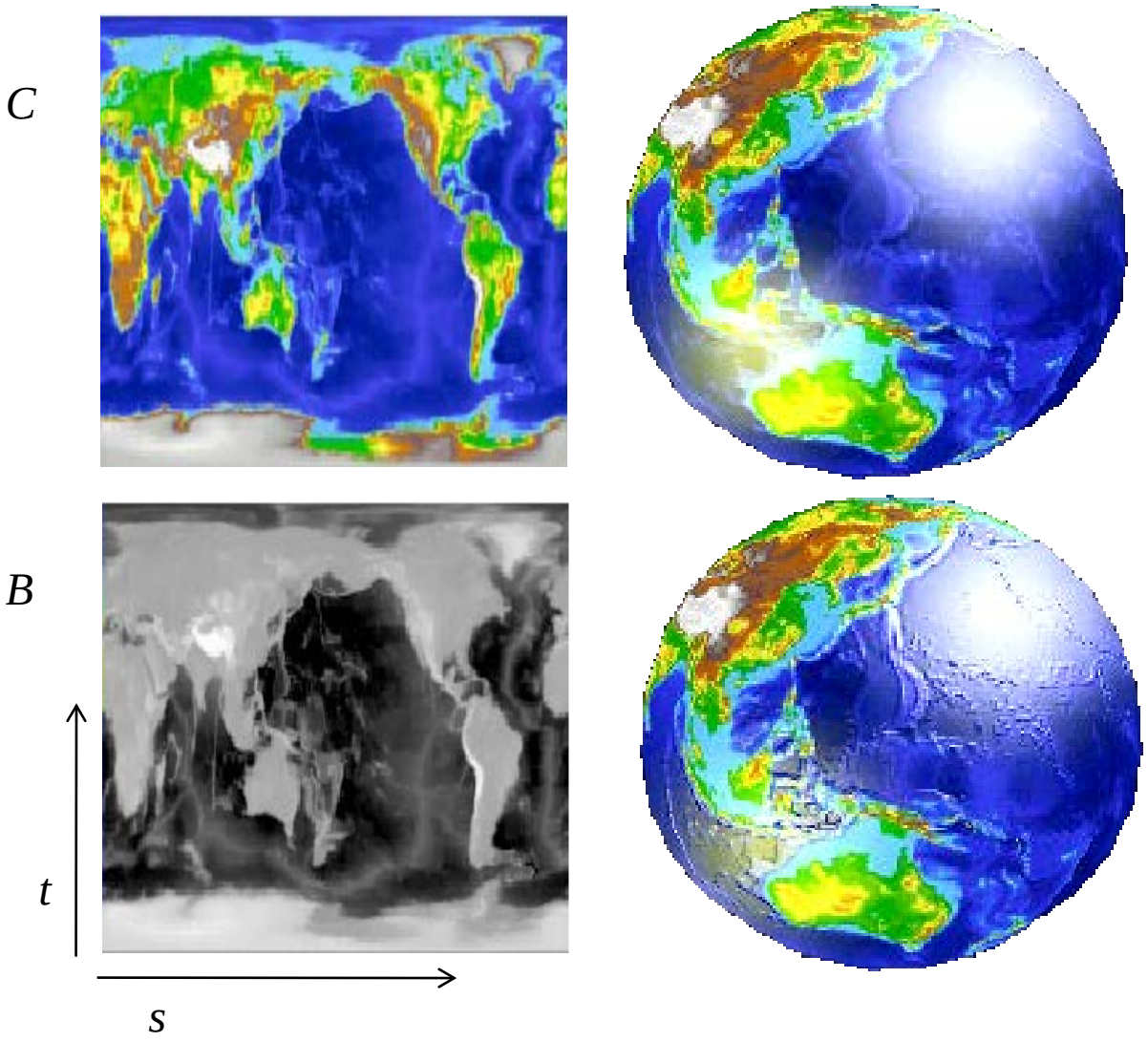

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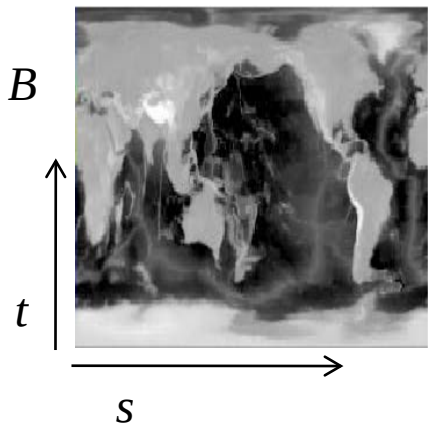

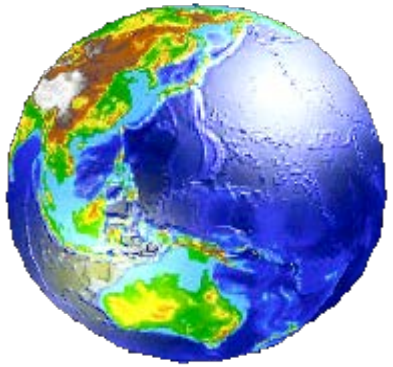

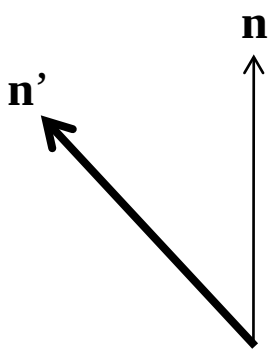

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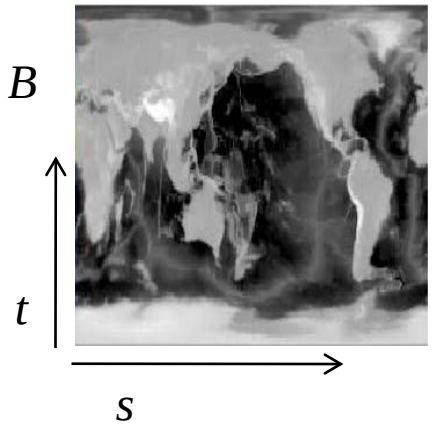
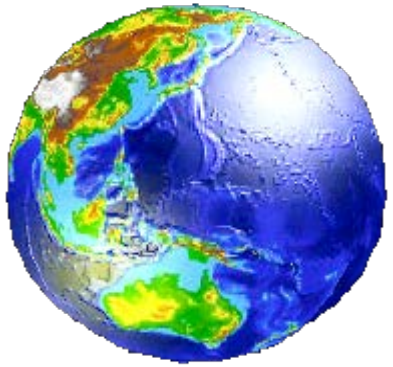
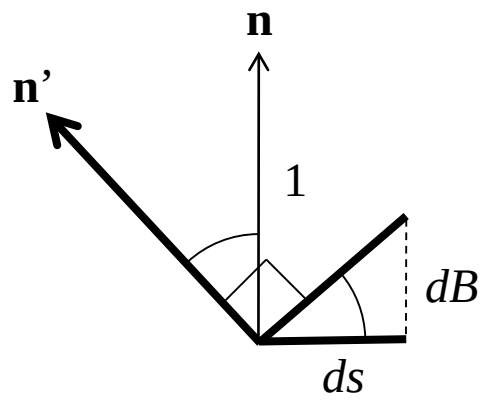
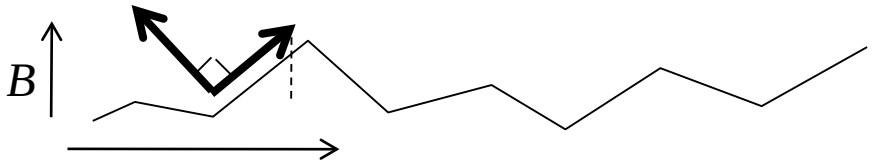






$$dB/ds = (B(s+h) - B(s))/h$$



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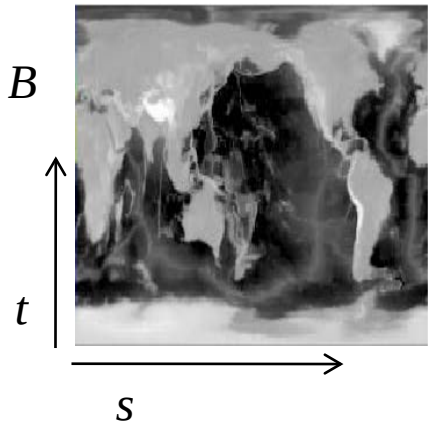
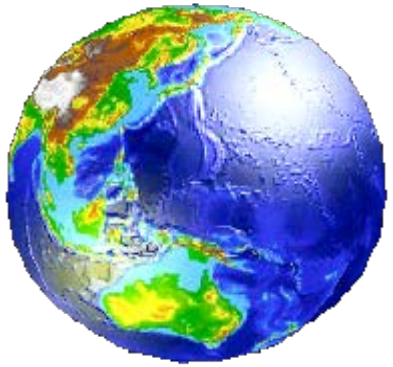
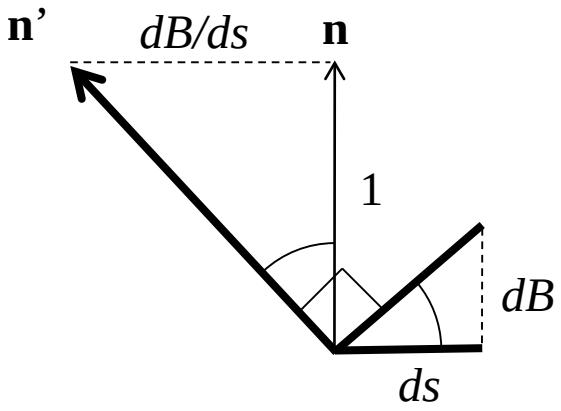
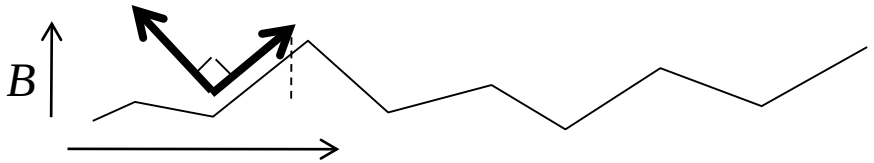






$$dB/ds = (B(s+h) - B(s))/h$$



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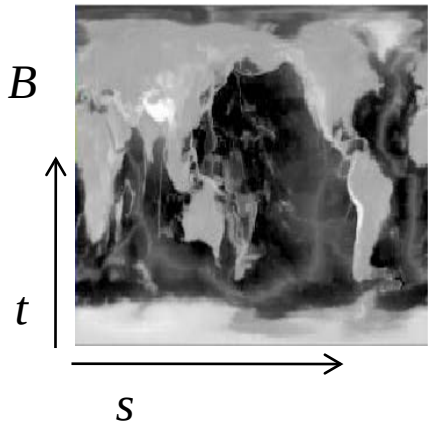
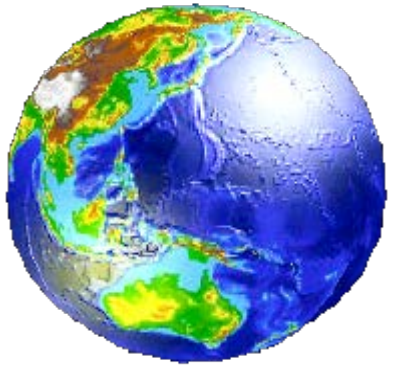
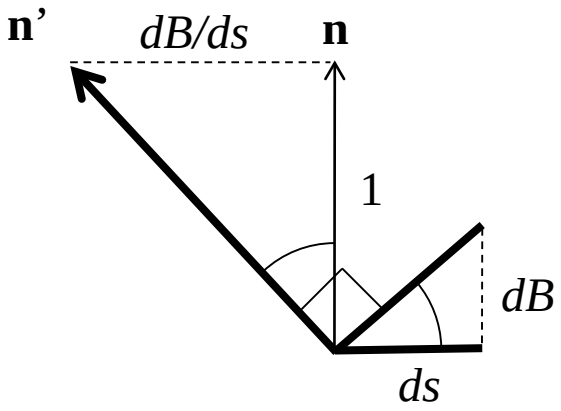
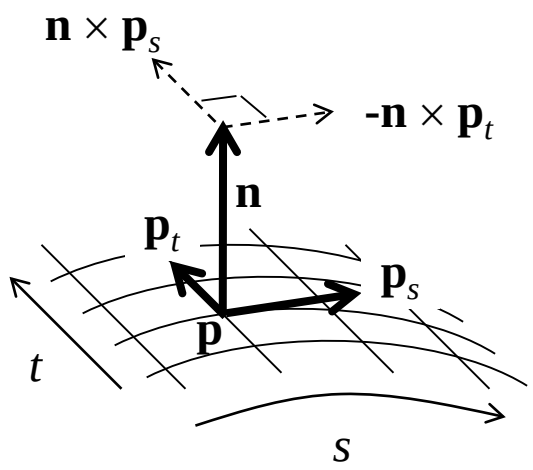
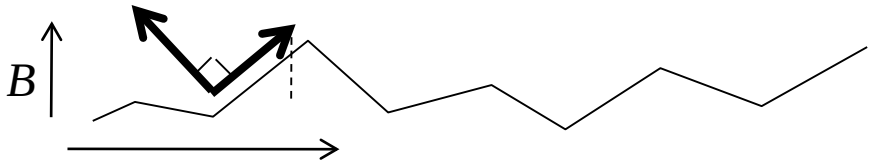








$$dB/ds = (B(s+h) - B(s))/h$$



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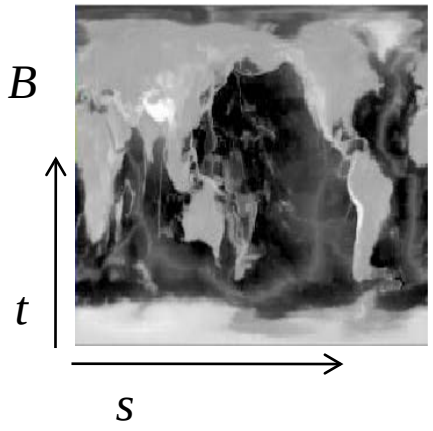
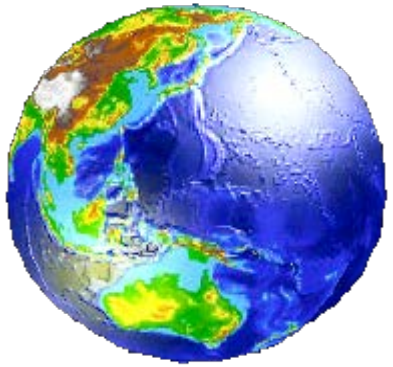
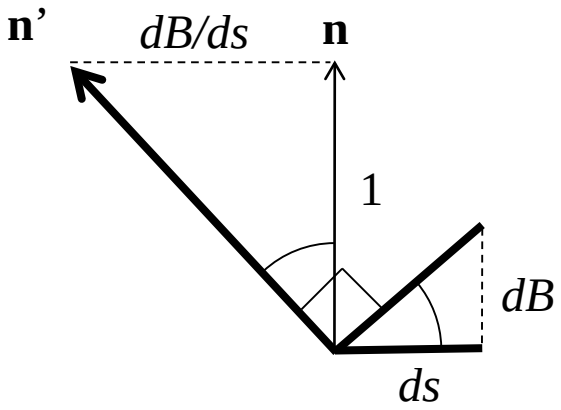
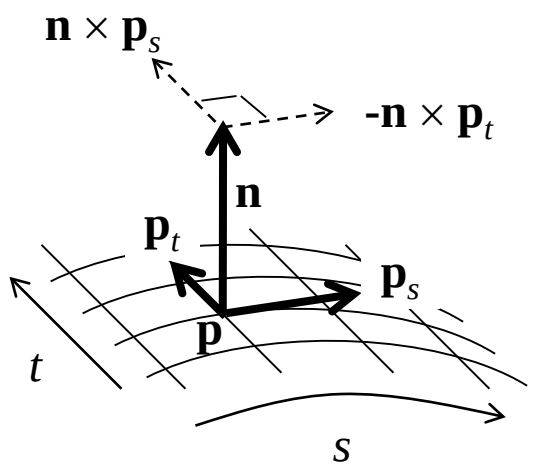
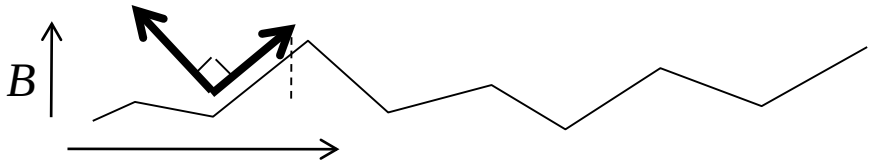








$$dB/ds = (B(s+h) - B(s))/h$$



$$\mathbf{n}' = \mathbf{n} - (dB/ds)\,\mathbf{n} \times \mathbf{p}_t + (dB/dt)\,\mathbf{n} \times \mathbf{p}_s$$