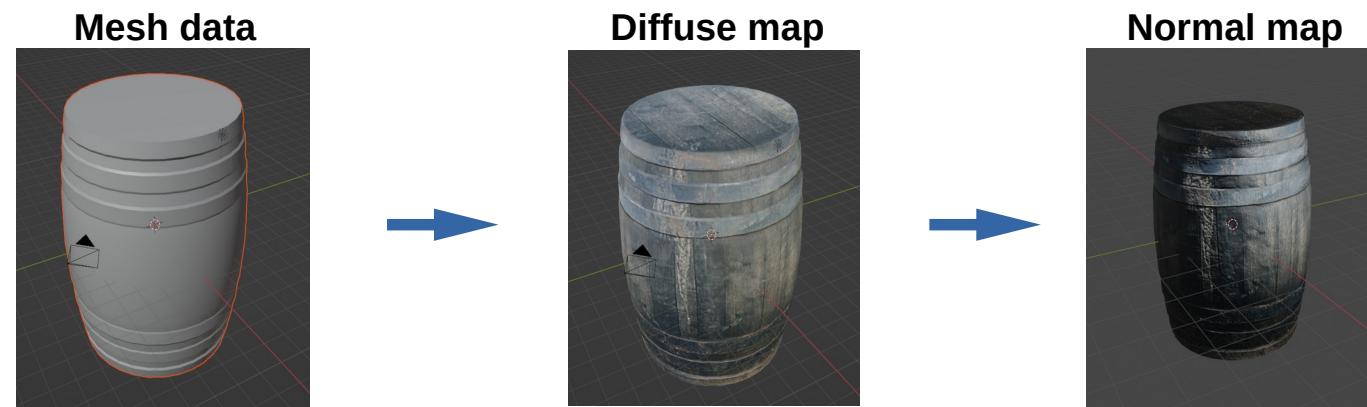# Normal Mapping

Mesh data

Diffuse map

Normal map

To Do:

* calculate a tangent for each vertex on the CPU and add to vertex buffer
* load the diffuse and normal map
* add a new normal map component to the entity component system
* add a new render system with a vertex/fragment shader pair for normal maps