

Jung-Che Chang
Project 4: Cube Mapping Reflective and Refractive
Bump-mapped Surfaces
changju@oregonstate.edu

https://media.oregonstate.edu/media/t/1_bfc7j5ph

In this project, I use cube-mapping to create a reflective and refractive display of a bump-mapped math function and use a uMix slider variable to blend the reflective and refractive versions of the scene.





