Title: Project 3—Displacement Mapping, Bump Mapping, and Lighting

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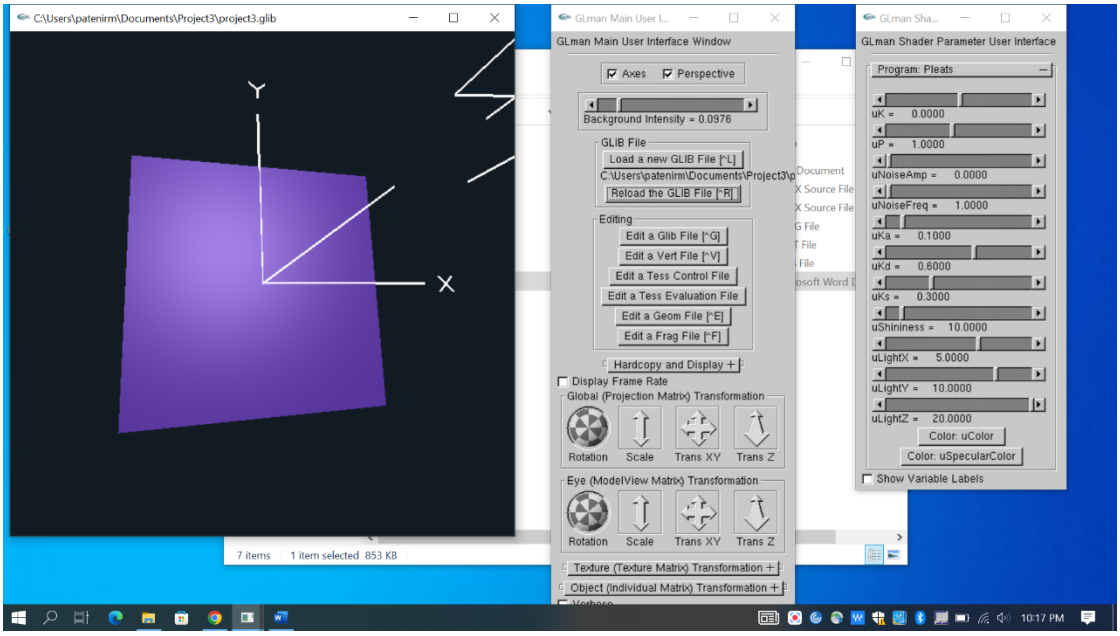
Video Link:

https://media.oregonstate.edu/media/t/1_n8w34o9j

About project:

In my project, I used two different techniques to create more depth and detail on an object's surface - displacement mapping and bump mapping. Displacement mapping actually changes the shape of the object by moving its vertices, while bump mapping just gives the appearance of depth by changing the way light interacts with the surface. With proper lighting, these two techniques can create the illusion of a more complex and detailed surface, as seen in the screenshots and video I provided.

Screenshots:



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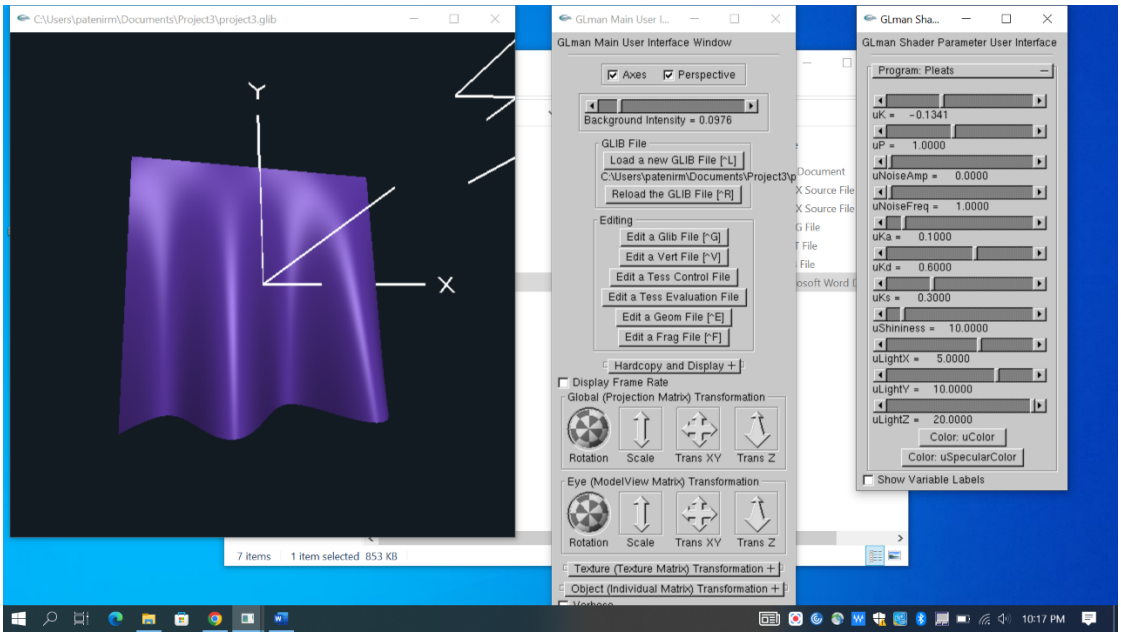

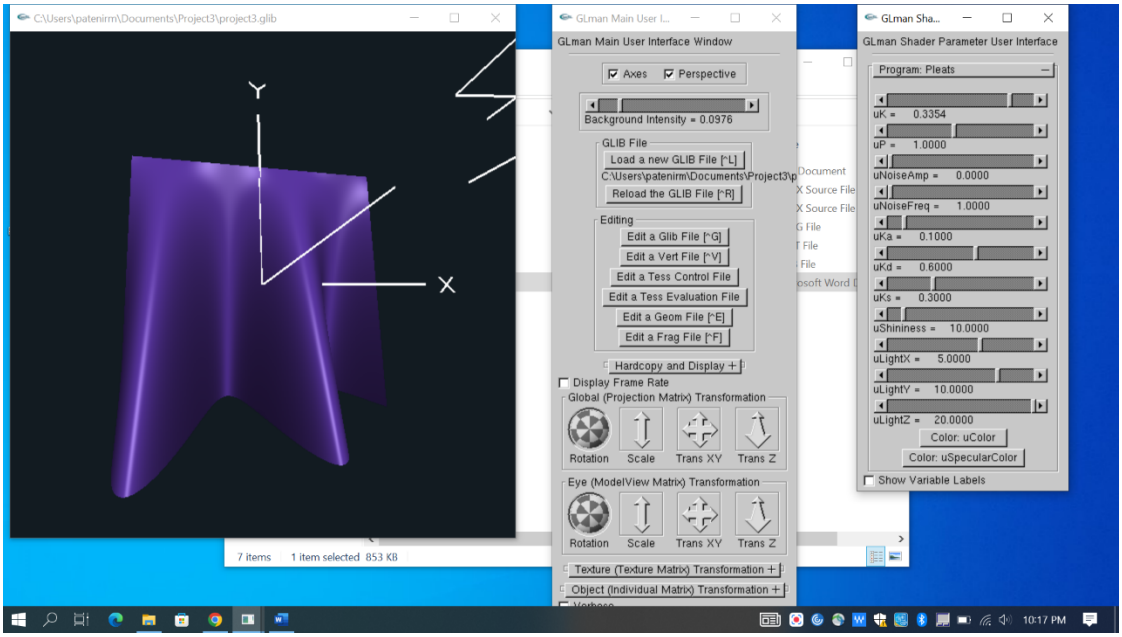

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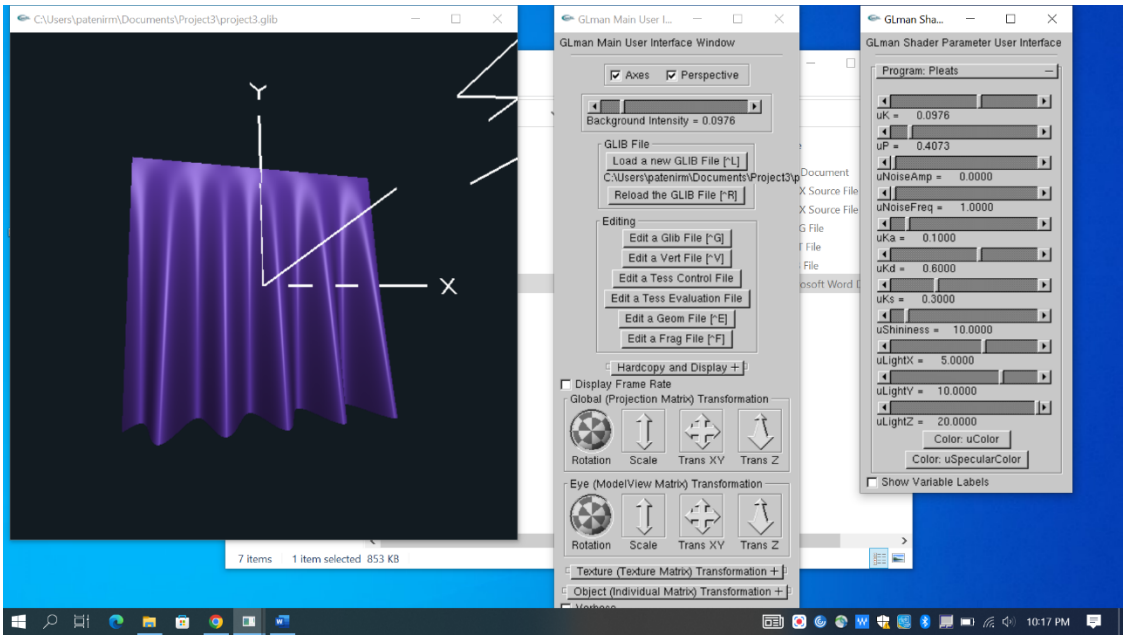

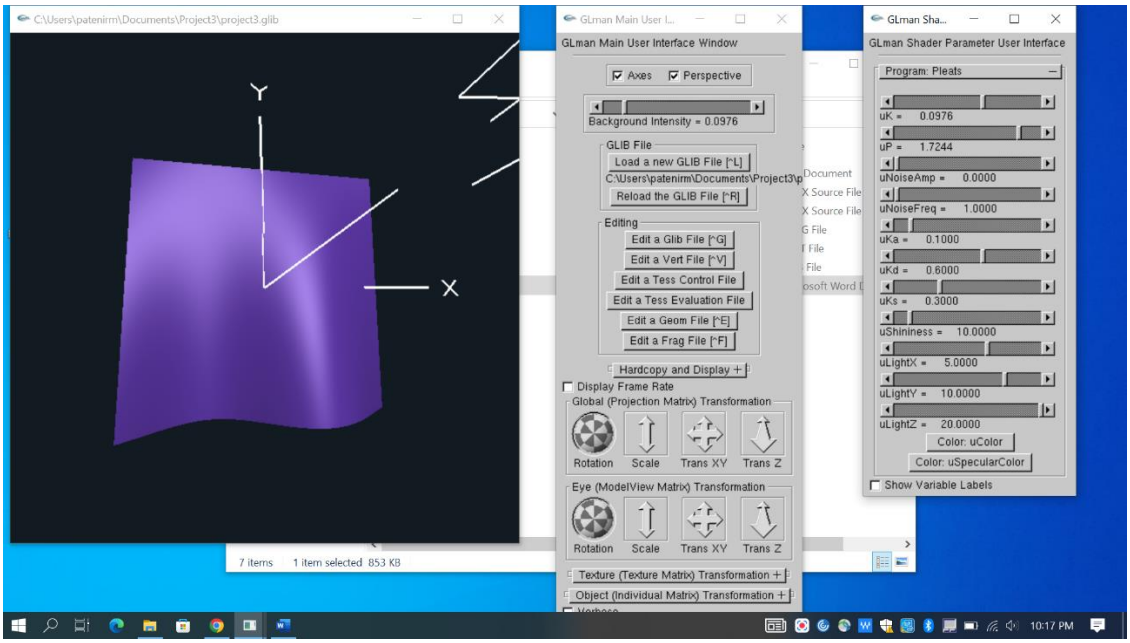

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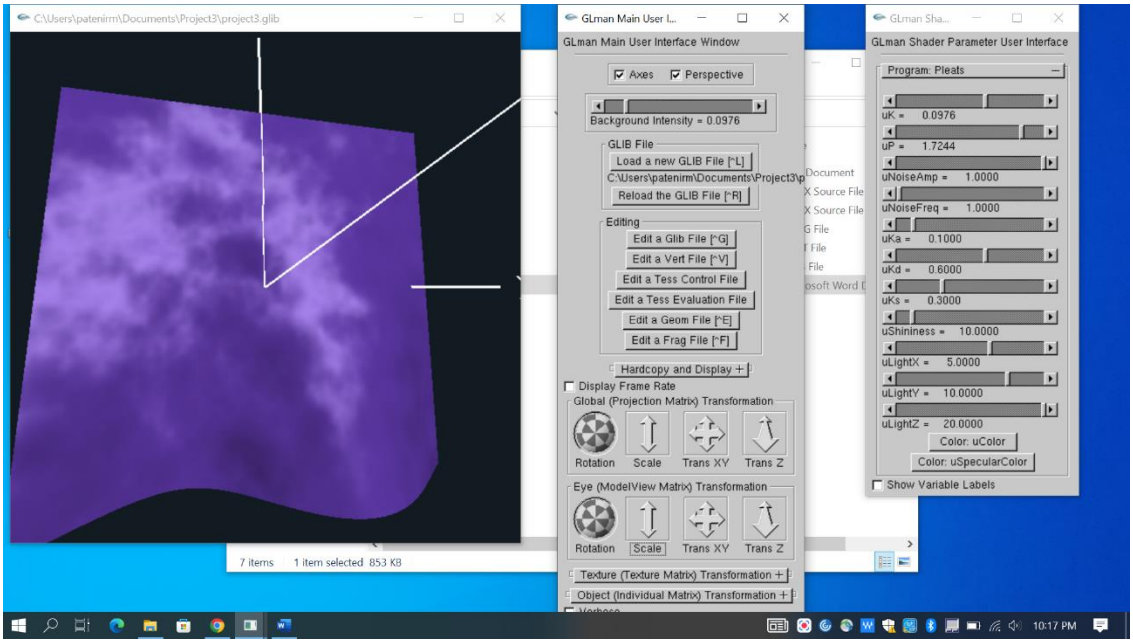

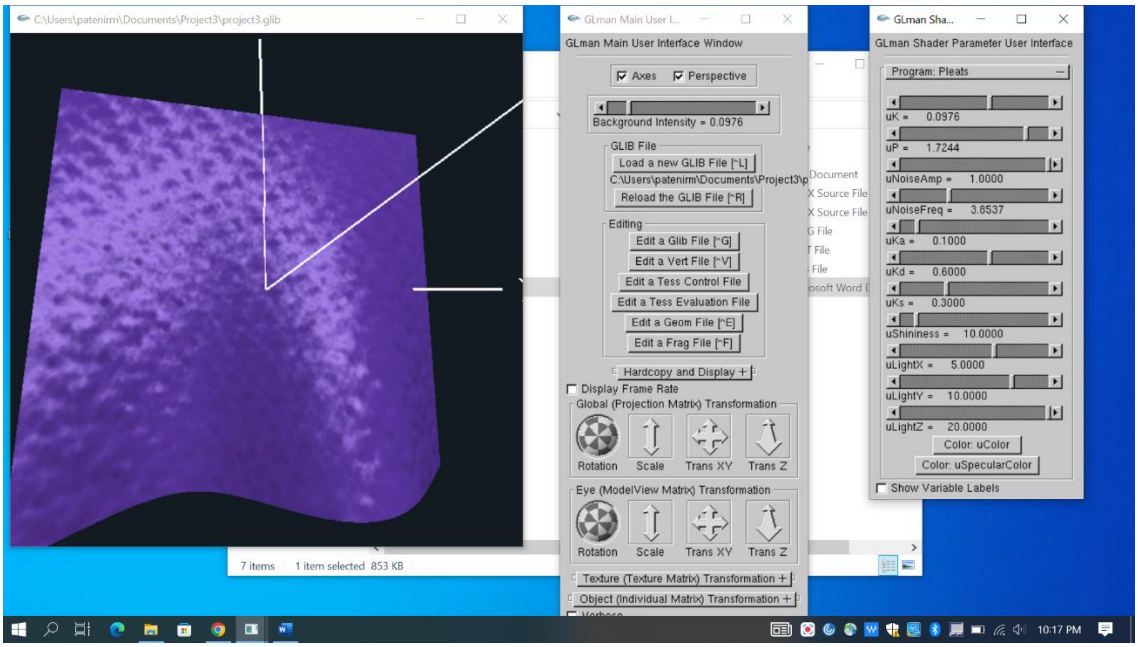

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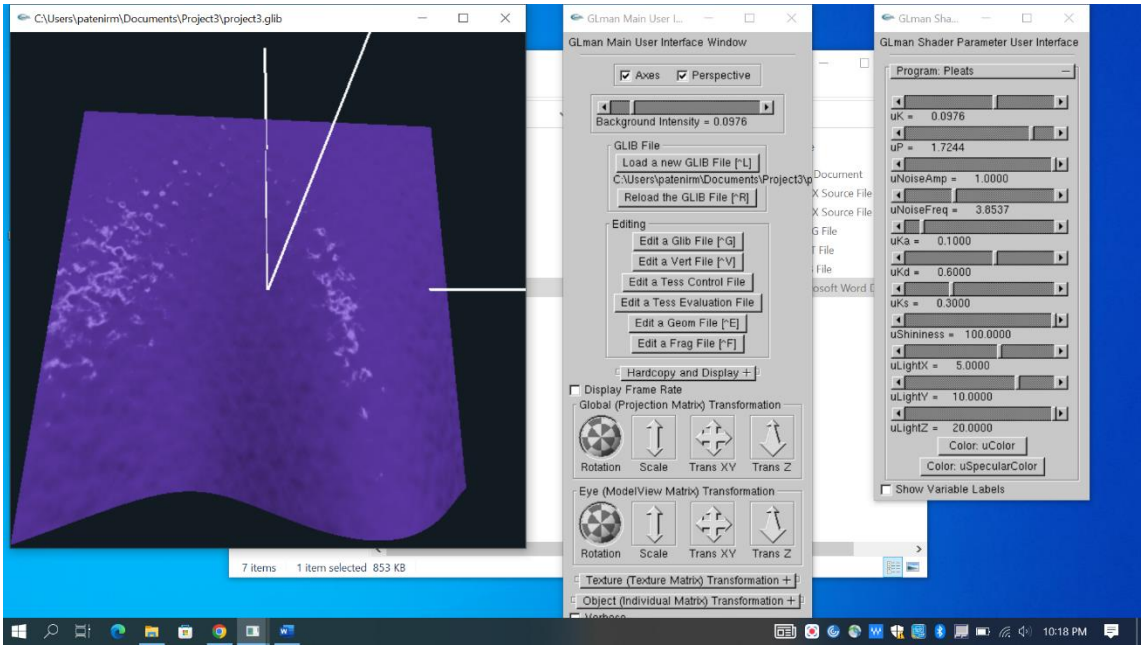

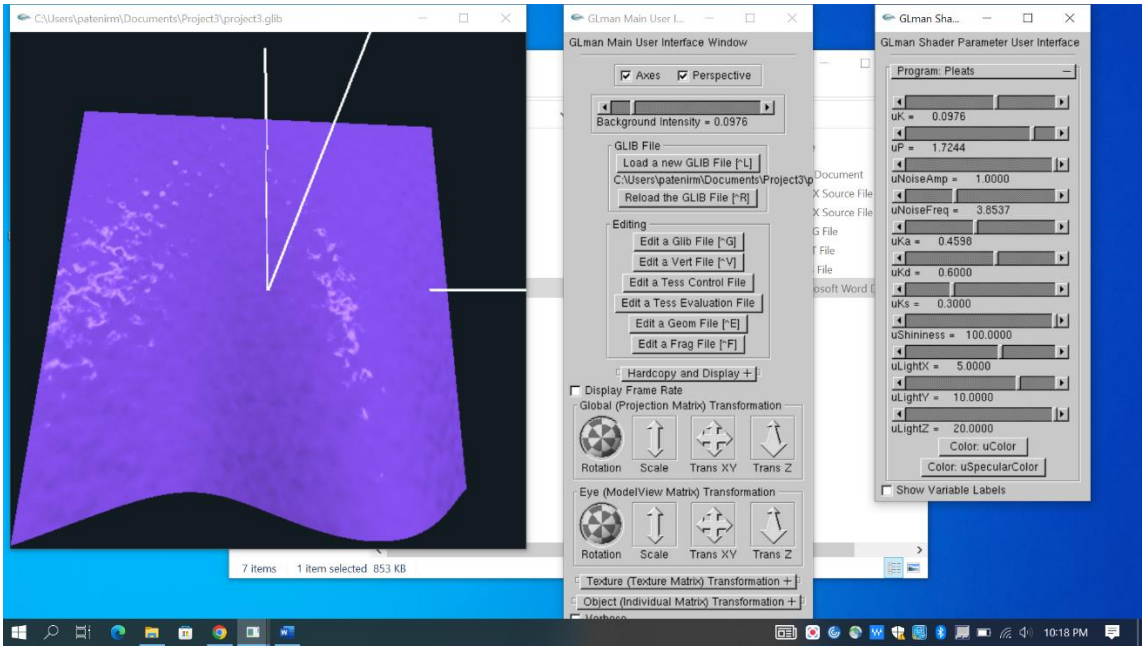

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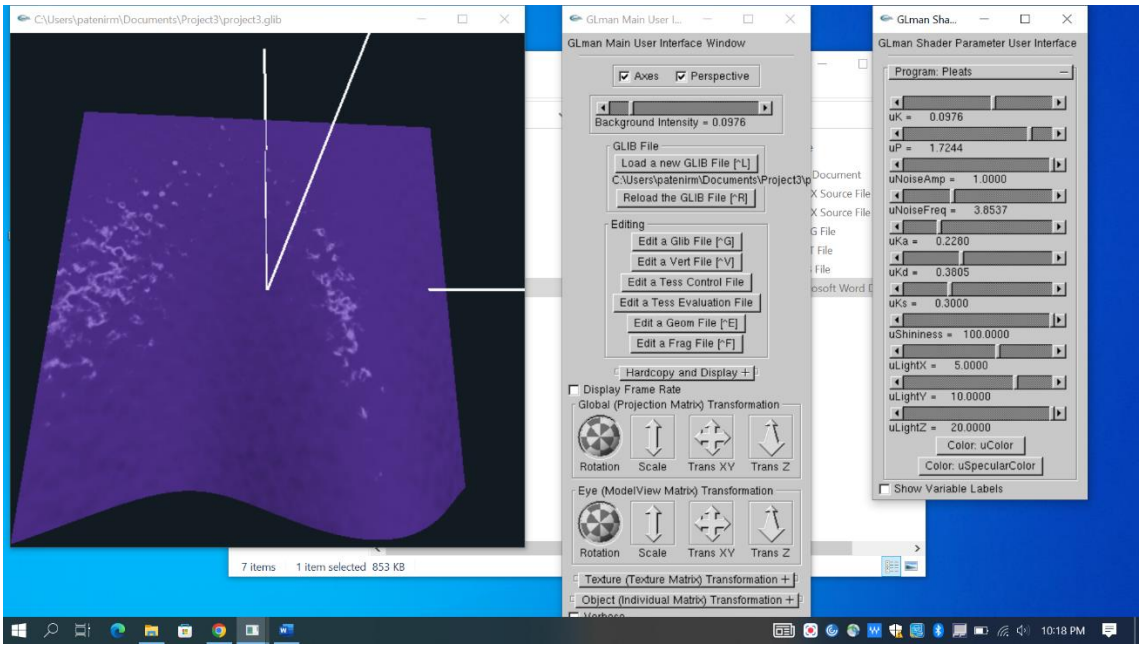

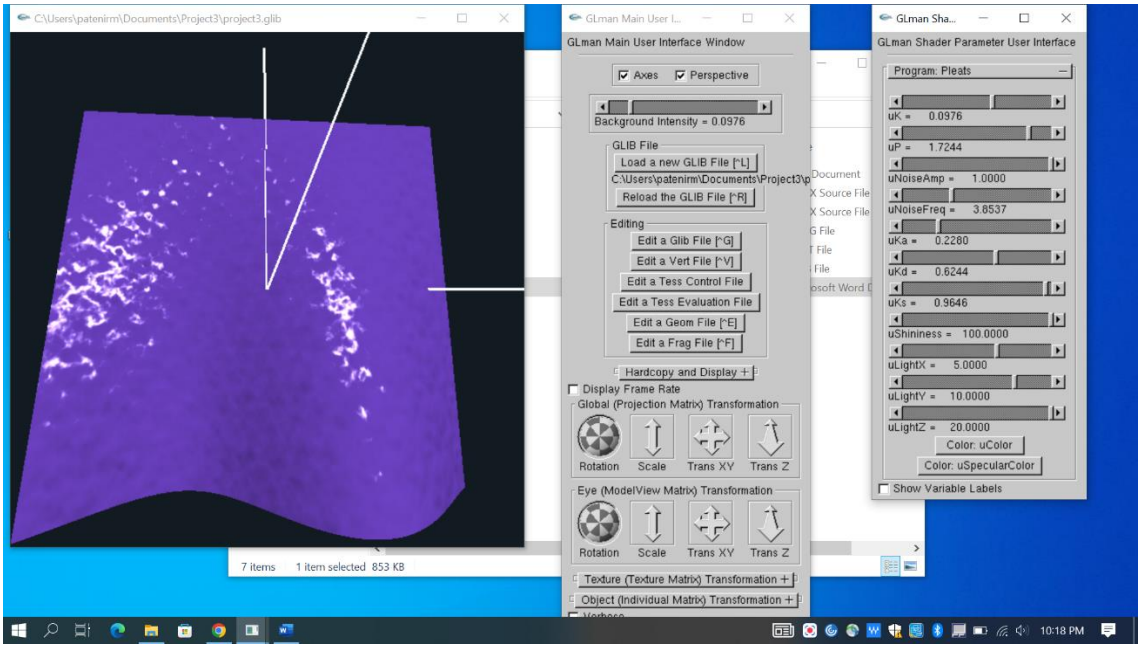
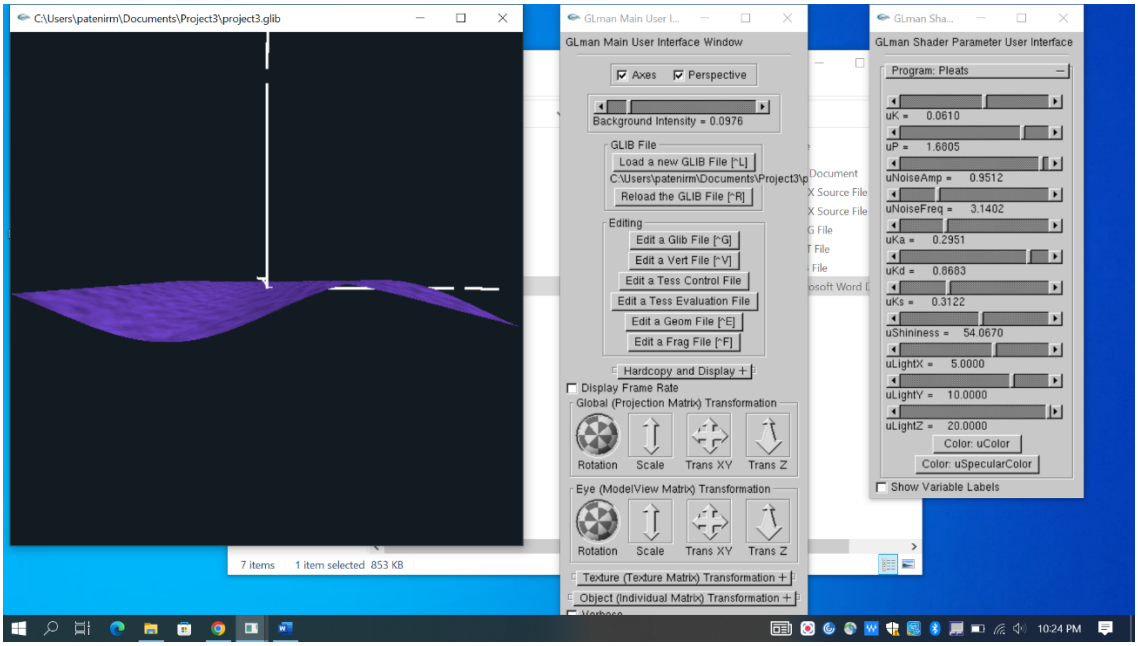
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