

Project #4

Cube Mapping Reflective and Refractive Bump-mapped Surfaces

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Link: https://media.oregonstate.edu/media/t/1_2ji3lii5

I copied bump mapping code from Project#3 in the vertex shader. Then, following the Project#4 instructions, adding the sample code into the fragment shader. Specifically, according to the lecture notes, fill the “?????” part.

1. Reflects correctly

The quad is like a mirror, the poster shows that the reflection is correct. Since it is in the back of the reception desk.



2. Refracts correctly

The ‘NVIDIA’ log shows the refraction is correct, since it is in front of the quat.



3.Bump-maps correctly

The uK and uP show the normal computed correctly.



Bump-mapping correctly:



4. Mixes the reflective and refractive correctly

