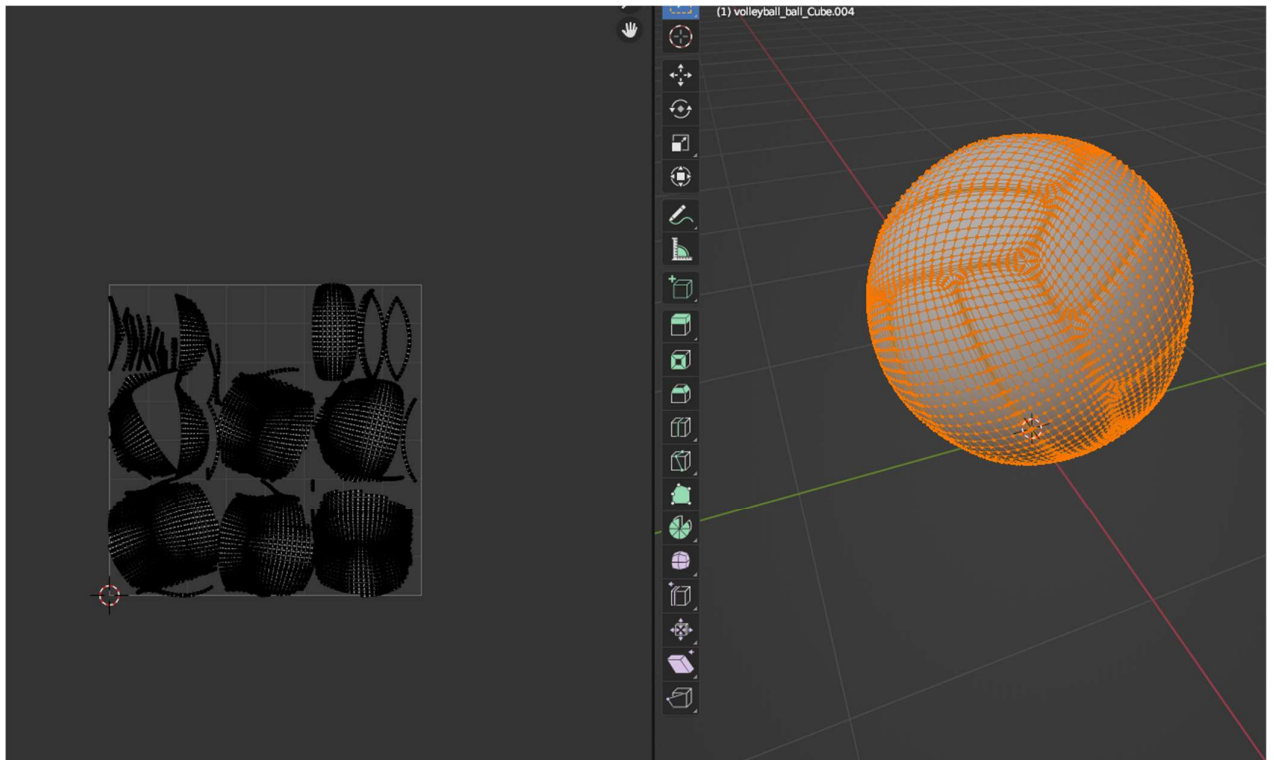


<https://github.com/stekunda/blender-activity-6>

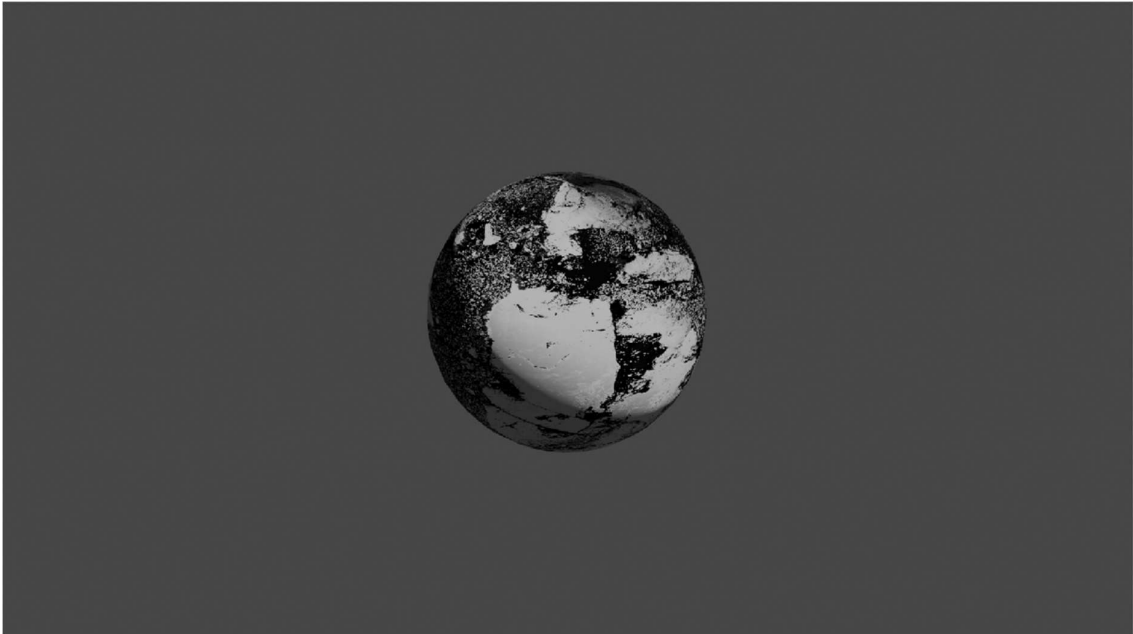
Checkpoint 1:



Checkpoint 2.1:



Checkpoint 2.2:



The effect of the normal map is that it displays a much more detailed 3d texture than would be possible without the normal map. It modifies the shading to enhance realism that would not be as realistic if the image texture was solely used.

Checkpoint 2.3:



Adding a displacement map creates real bumps, ridges, and other disparities to a texture that couldn't be possible otherwise. It doesn't give an illusion of bumps but creates actual bumps based on the texture provided.