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

Checkpoint 1:

A screenshot of a computer

Description automatically generated

Checkpoint 2.1:

A planet in the sky

Description automatically generated

Checkpoint 2.2:

A black and white planet

Description automatically generated

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:

A rock with a grey background

Description automatically generated with medium confidence

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.