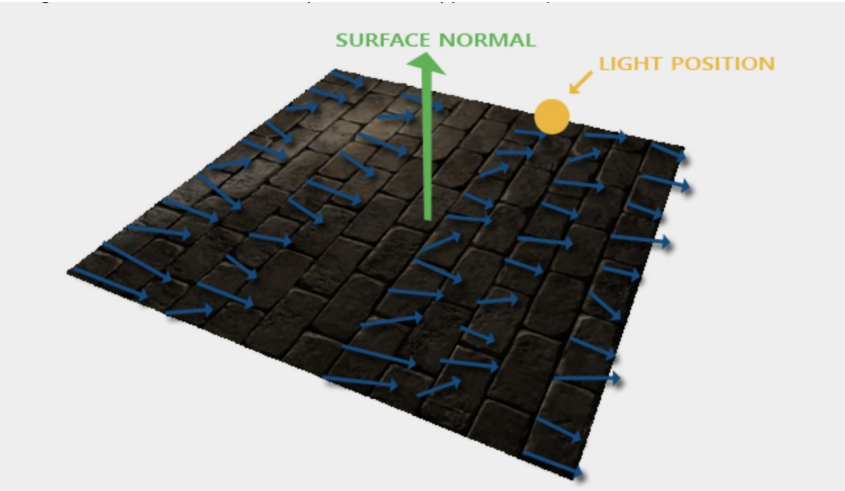
Final project progress report

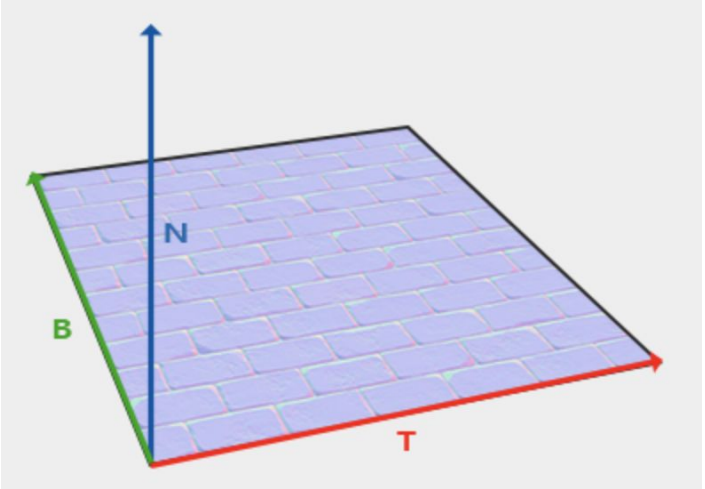
Zhiyu Liu

Tasks

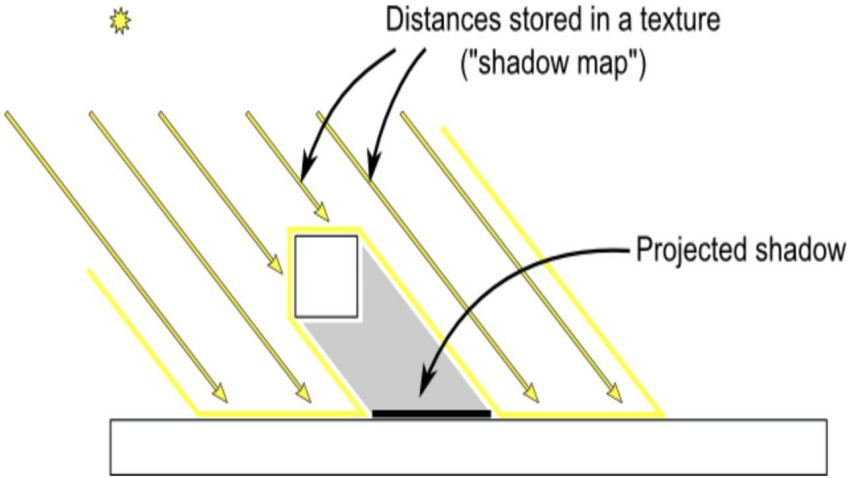
1. Implement a skybox
2. Implement a Environment mapping technique
3. Implement a shadow mapping technique
4. Implement a bump mapping technique
5. Use particle system to simulate the effect of rain

normal mapping (bump)



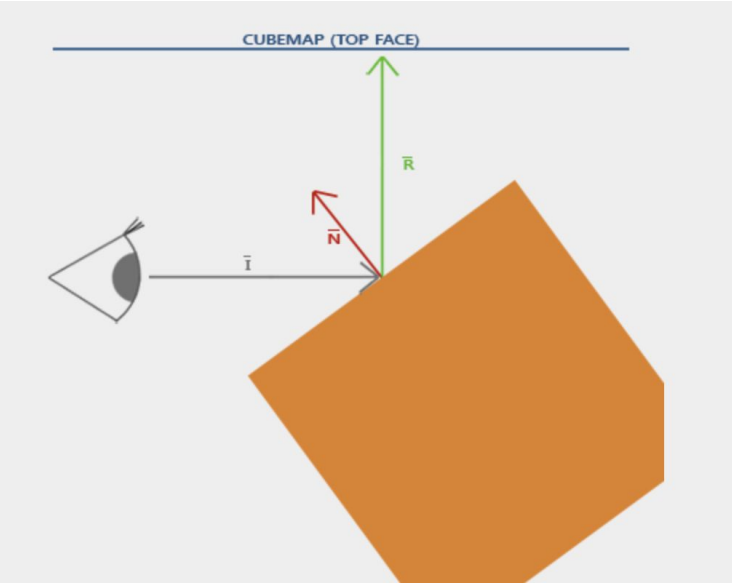


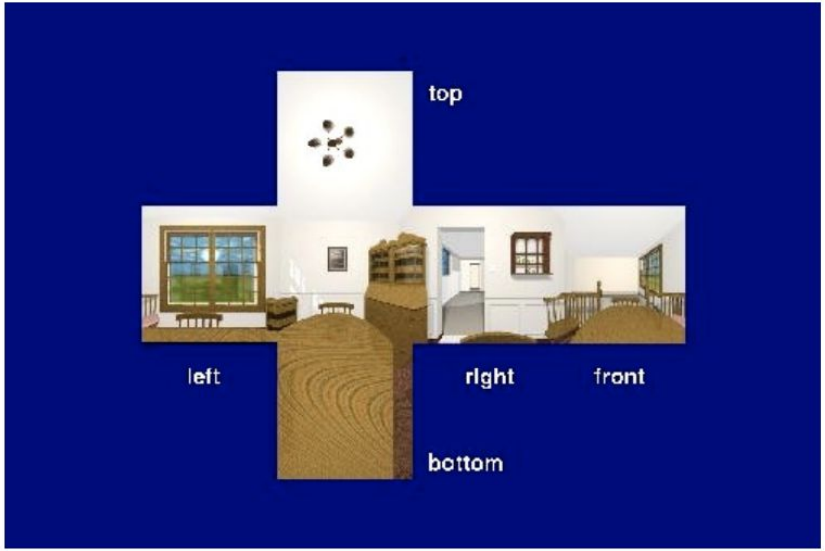
Shadow Mapping



Cubic Environment Mapping (Reflections)

- Greene, N. (1986). Environment mapping and other applications of world projections. IEEE Computer Graphics and Applications, 6(11), 21-29. (ncsu)





DEMO

Check List

1. ~~Implement a skybox~~
2. ~~Implement a Environment mapping technique~~
3. ~~Implement a shadow mapping t~~echnique
4. ~~Implement a bump mapping~~ technique
5. Use particle system to simulate the effect of rain