

Final project

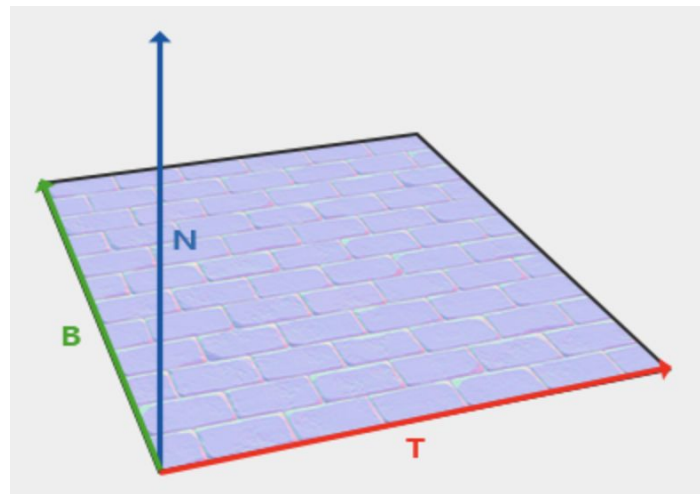
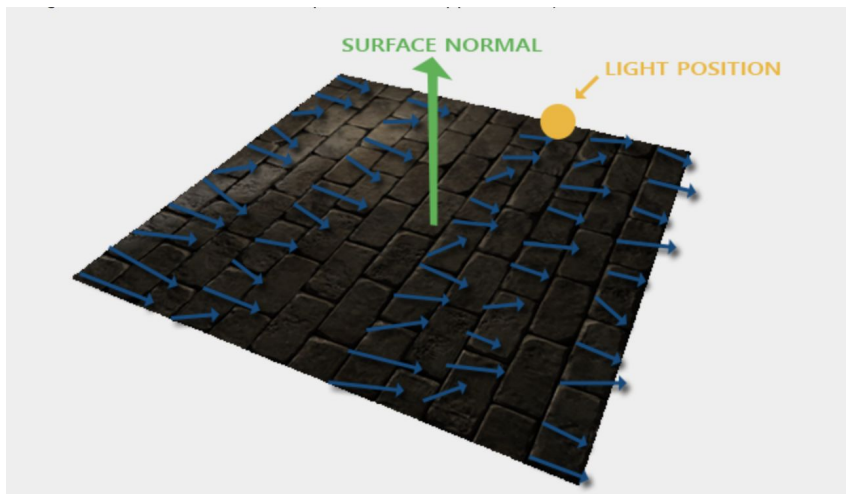
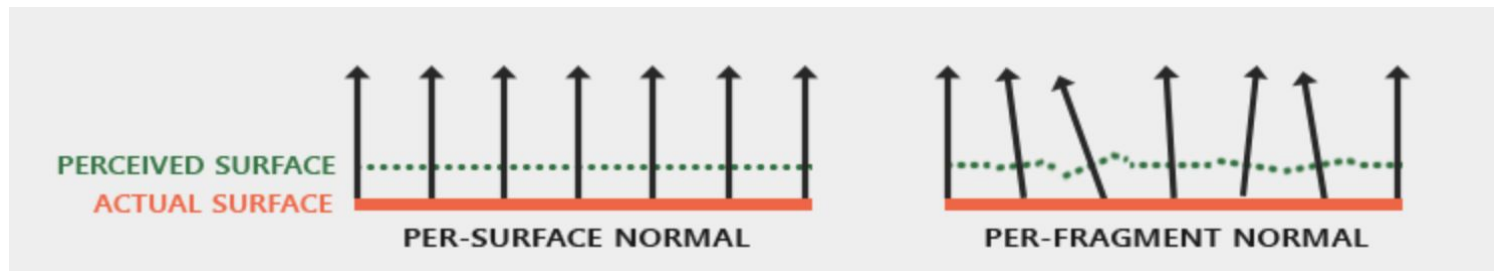
Zhiyu Liu



Tasks

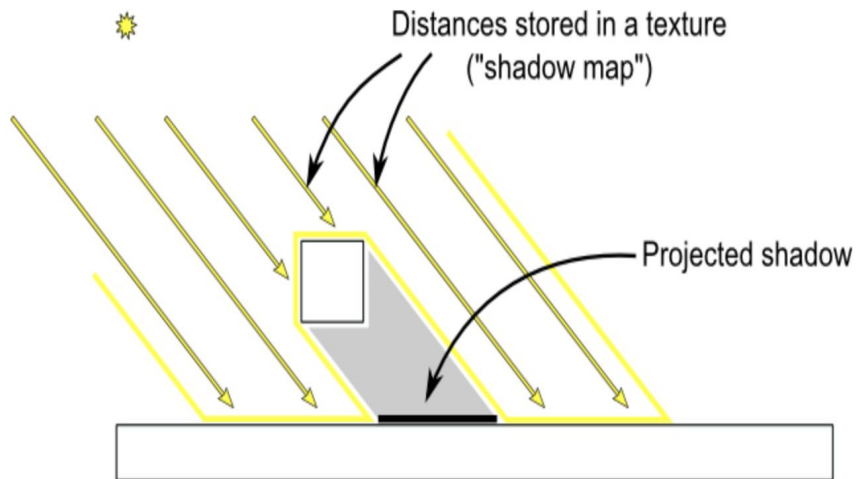
1. Implement a skybox
2. Make my objects reflective and cast a shadow
3. Use a bump mapping on the floor
4. shadow mapping on the floor.
5. Use particle system to simulate the effect of rain

normal mapping (bump)



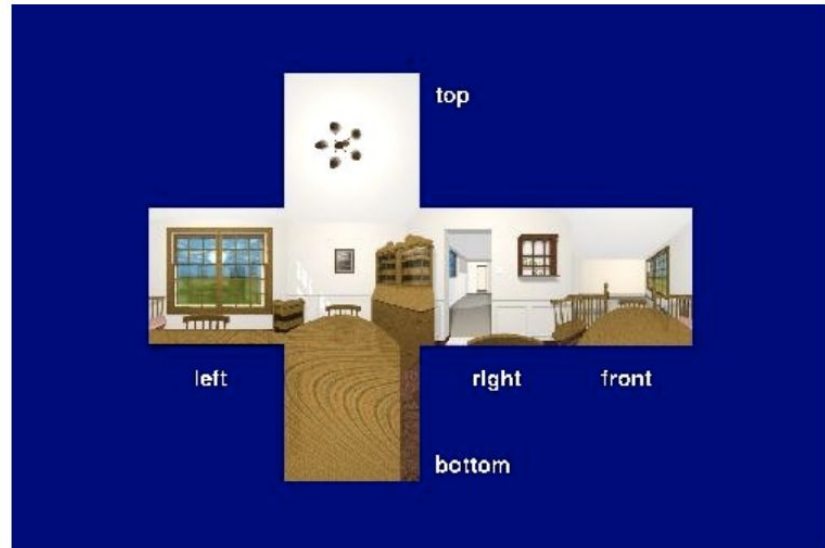
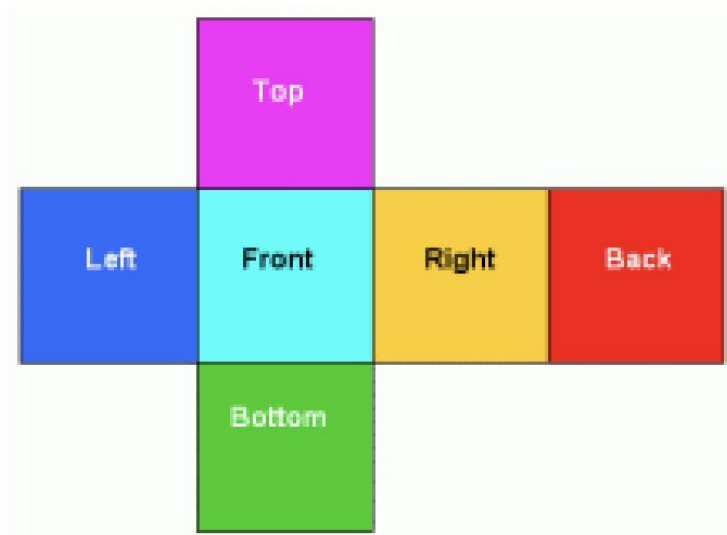


Shadow Mapping



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](#))



Check List

1. ~~Implement a skybox~~
2. ~~Make my objects reflective and cast a shadow~~
3. ~~Use a bump mapping on the floor~~
4. ~~shadow mapping on the floor.~~
5. Use particle system to simulate the effect of rain

DEMO