

REPORT FOR WEEK 4

I accomplished the following tasks in the week 4:

1. This week's work is an extension to the last week's submission.
2. Last week I had implemented light and shadow effects on objects in three.js. This week I have added texture map, bump map and normal map effects to those objects.
3. Texture mapping is adding texture to the given object.
4. With a bump map, I have showed that depth can be added depth to a mesh using a specific texture.
5. Overall this enhances the view of the object. Sharp point and edges can be distinguished.
6. Lastly , having learnt all this step by step it will help me to making an attractive output for the final week.