

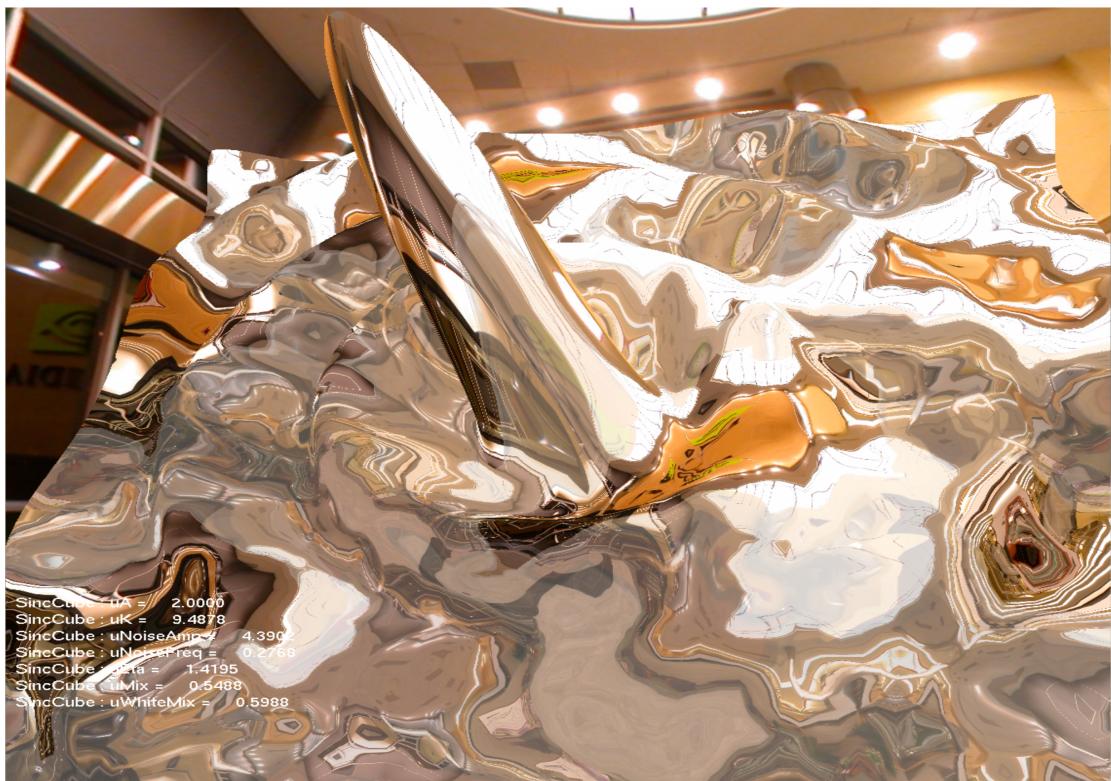
Cube Mapping Reflective and Refractive Bump-mapped Surfaces

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```
SincCube : uA = 0.0000  
SincCube : uK = 3.0000  
SincCube : uNoiseAmp = 0.0000  
SincCube : uNoiseFreq = 0.1000  
SincCube : uEta = 1.2000  
SincCube : uMix = 0.3171  
SincCube : uWhiteMix = 0.3000
```



Video Link: https://media.oregonstate.edu/media/t/1_yvo73t2r