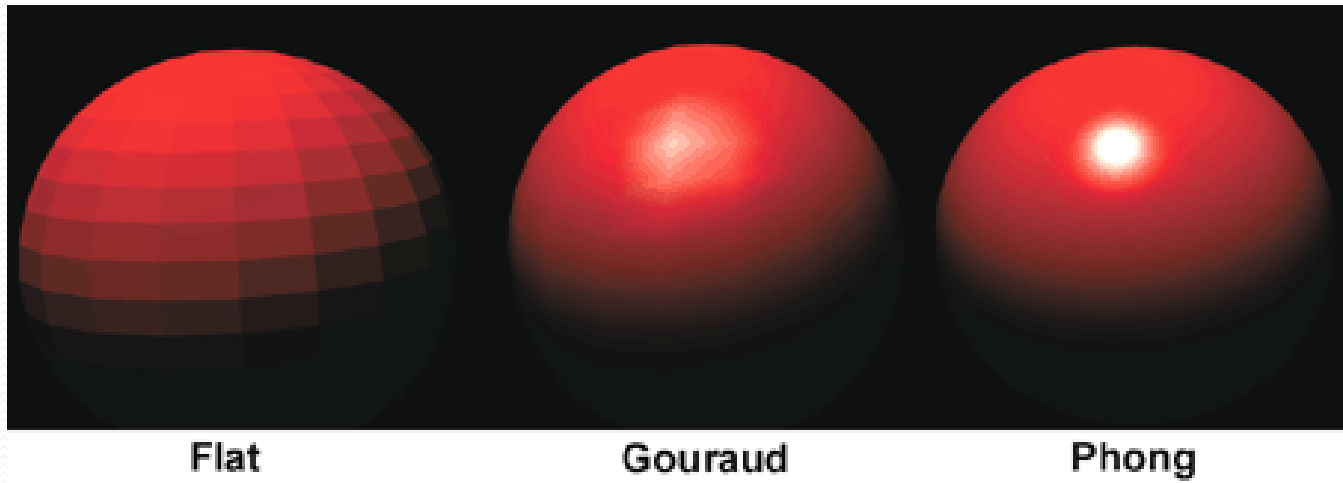


Shading

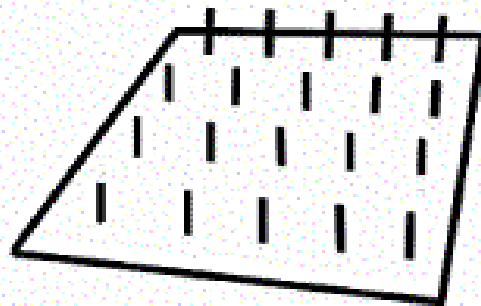
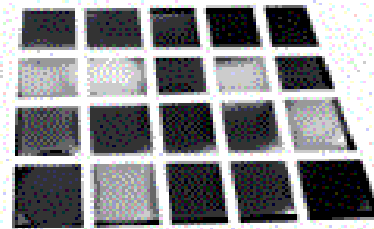
Flat Shading Gouraud Shading Phong Shading

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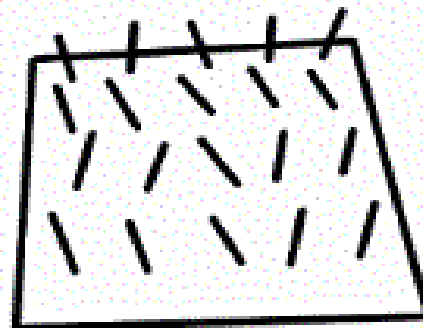


Bump mapping

**Bump
Texture
Map**

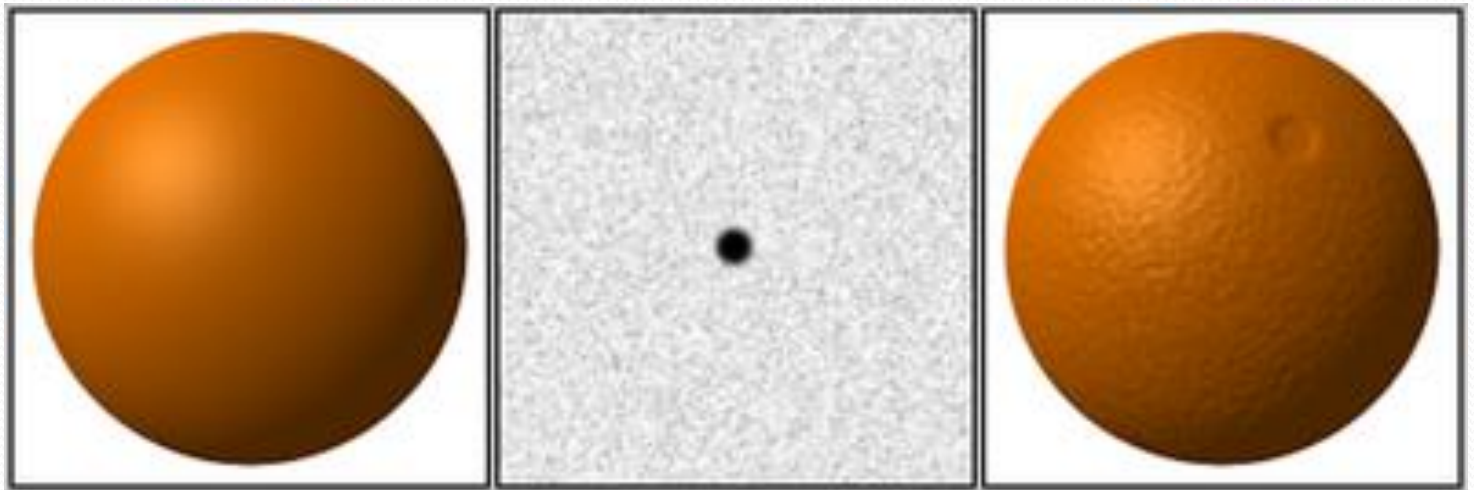


**Unperturbed
Normals**



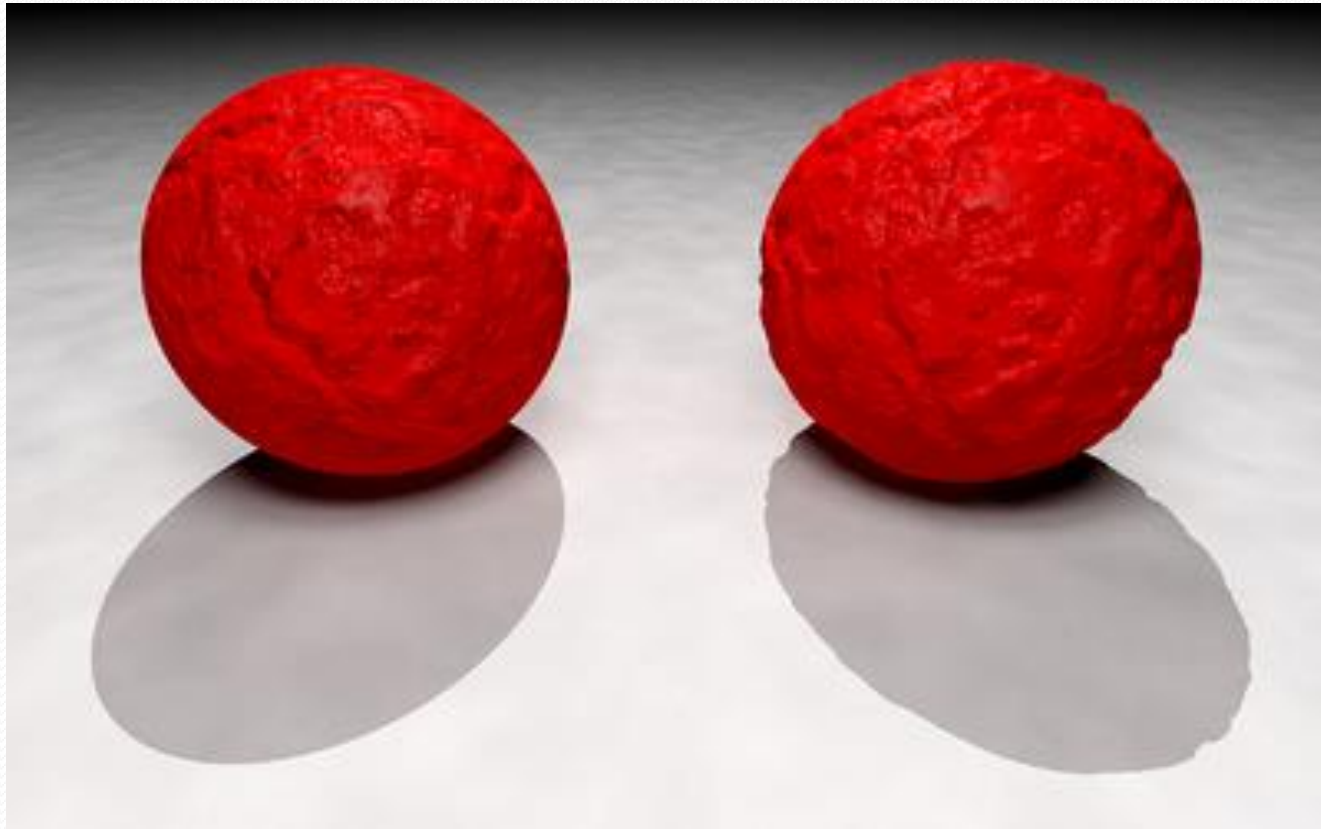
**Normals
Perturbed by
Bump Map Values**

Bump mapping



http://en.wikipedia.org/wiki/Bump_mapping

Bump mapping



http://en.wikipedia.org/wiki/Bump_mapping