## Miao Zhou

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Video Link: <a href="https://media.oregonstate.edu/media/t/0\_43mdhdd9">https://media.oregonstate.edu/media/t/0\_43mdhdd9</a>

In this project, I use cube-mapping to create a reflective and refractive display of a bump-mapped math function. Use a Mix slider variable to blend the reflective and refractive versions of the scene.









