Miao Zhou
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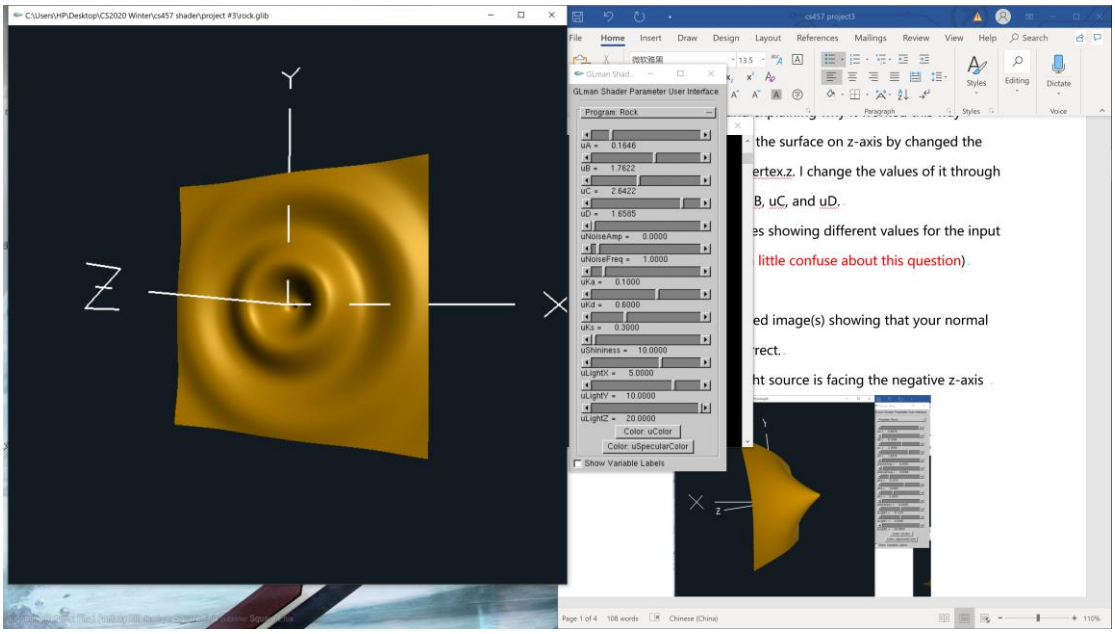
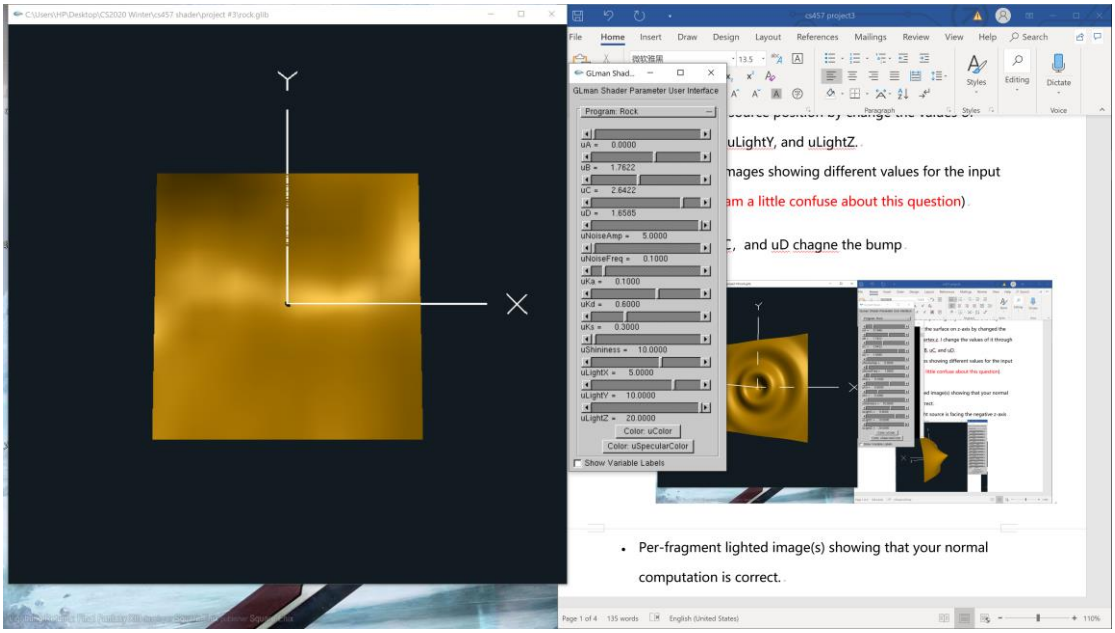
Vidoe Link: https://media.oregonstate.edu/media/t/0_30amgm8k

- What you did and explaining why it worked this way
    - I rise and fall the surface on z-axis by changed the value of gl_Vertex.z. I change the values of it through change uA, uB, uC, and uD. And we can also change the light source position by change the values of uLightX, uLightY, and uLightZ.
- Side-by-side images showing different values for the input parameters (I am a little confuse about this question)

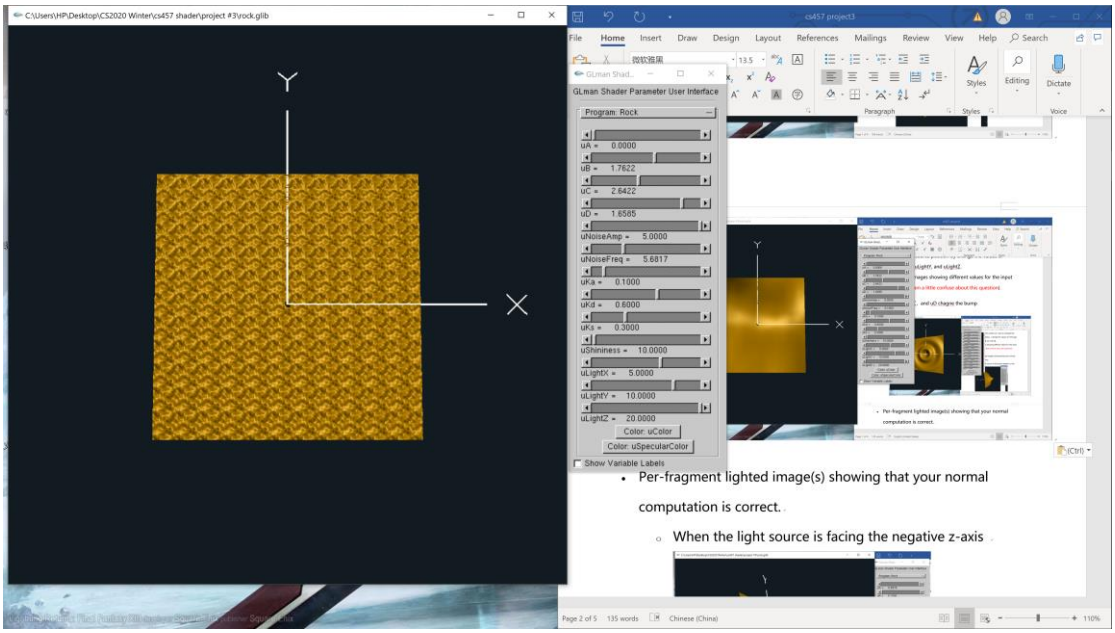
    uA，uB，uC，and uD chagne the bump



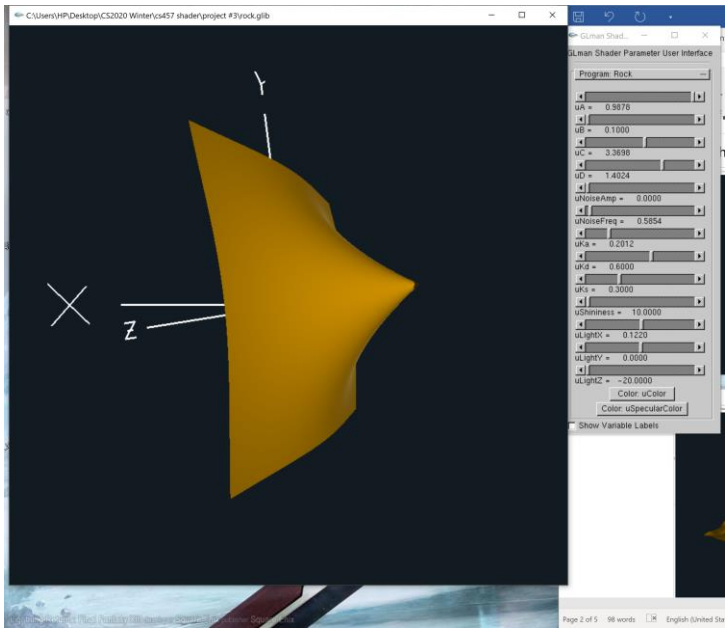

    uNoiseAmp: change the noise Ampulitude

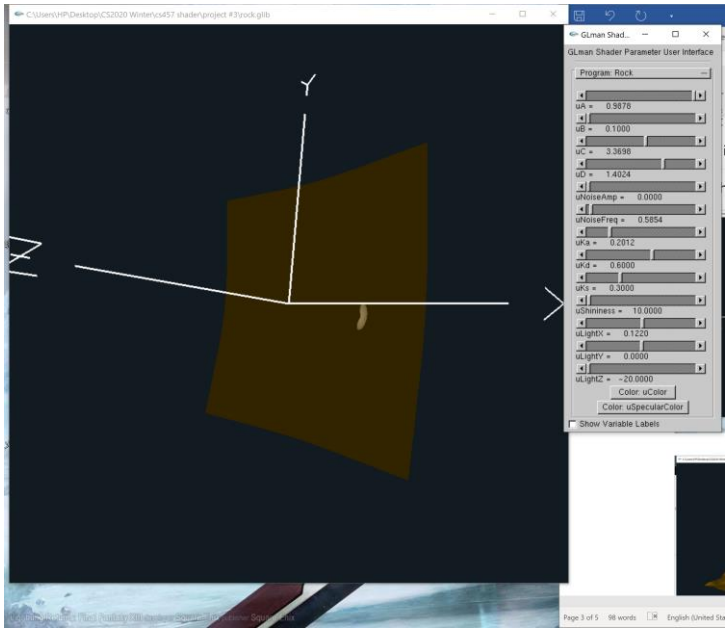



uNoiseFreq： change the Noise Frequency

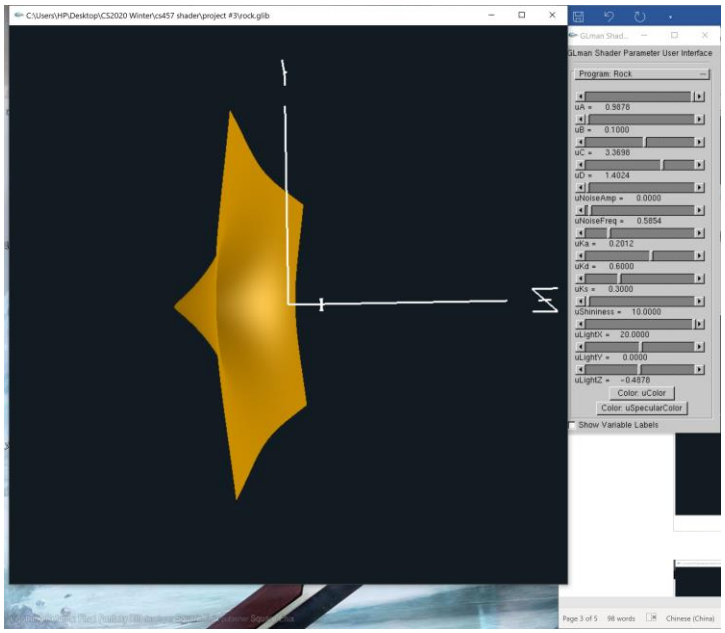


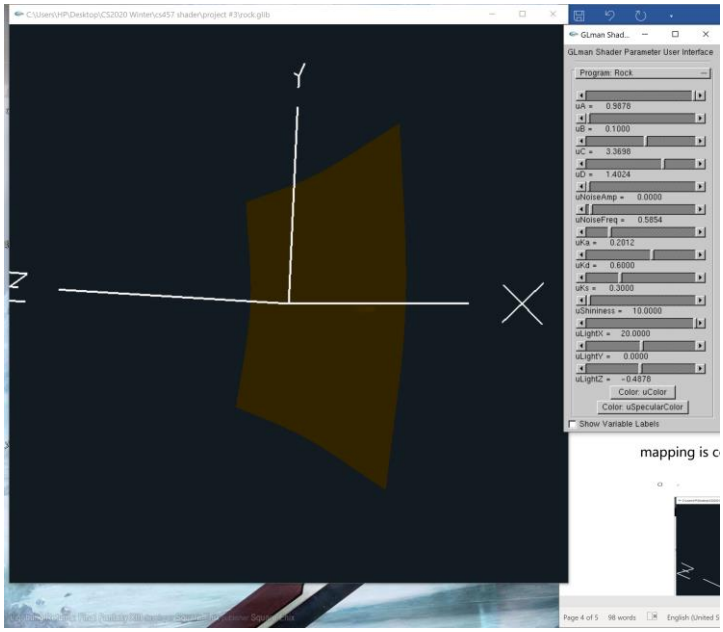

- Per-fragment lighted image(s) showing that your normal computation is correct.

- When the light source is facing the negative z-axis
- 

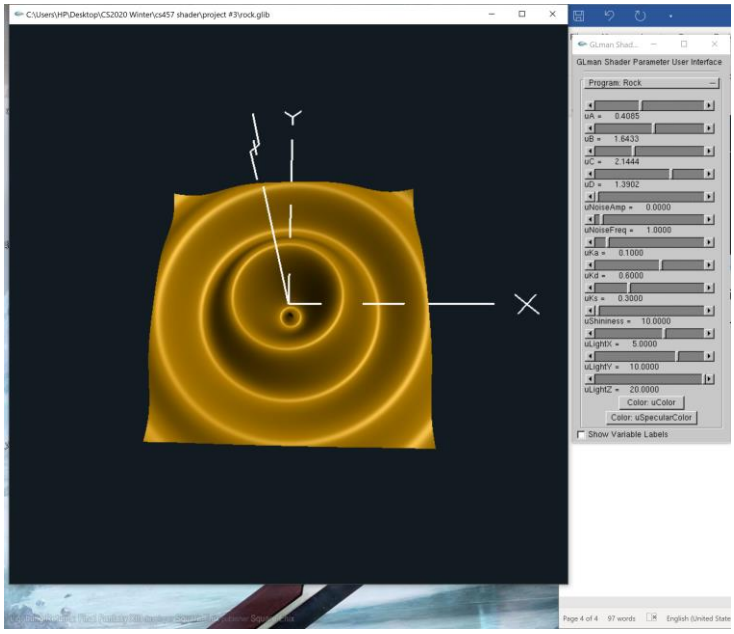




- When the light source is facing the positive x-axis direction




- Per-fragment lighted image(s) showing that your bump-mapping is correct.
  - 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GLman Shad...
GLman Shader Parameter User Interface
Program: Rock
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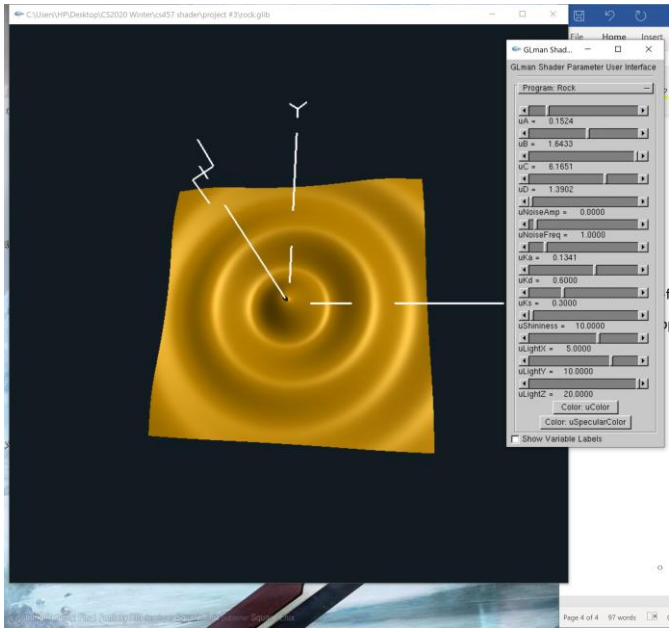
uB = 1.6433
uC = 2.1444
uD = 1.3902
uNoiseAmp = 0.0000
uNoiseFreq = 1.0000
uKa = 0.1000
uKd = 0.6000
uKs = 0.3000
uShininess = 10.0000
uLightX = 5.0000
uLightY = 10.0000
uLightZ = 20.0000
Color: uColor
Color: uSpecularColor
Show Variable Labels
Page 4 of 4
97 words
English (United State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Home
Insert
GLman Shad...
GLman Shader Parameter User Interface
Program: Rock
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uB = 1.6433
uC = 6.1651
uD = 1.3902
uNoiseAmp = 0.0000
uNoiseFreq = 1.0000
uKa = 0.1341
uKd = 0.6000
uKs = 0.3000
uShininess = 10.0000
uLightX = 5.0000
uLightY = 10.0000
uLightZ = 20.0000
Color: uColor
Color: uSpecularColor
Show Variable Labels
Page 4 of 4
97 words