CS7GV03 - Assignment 3

Bump and Normal Mapping

1 February 2018
Assessment Details

• This Lab is worth 15% of the mark for the module
• You must demo the lab next week Thursday, 8\textsuperscript{st} February 2018
• Submit:
  • A short (less than 5 minutes) video of your demo
  • Source code and shader code for your program (Source code only do not include executable)
  • A short description of your scene and mention any external libraries, 3\textsuperscript{rd} party source code you may have used (max 1 paragraph)
• You should work on your own. You may use and refer to external code but should reference it (see above) and in code comments
• You must use GLSL
Goals

• Implement a shader for an object that demonstrates Bump and Normal Mapping

• SECONDARY OBJECTIVES
  • Implement a scene with some rotating objects using the above shaders
    • Try to make the scene it as photorealistic as possible
    • Try to add some variation in models, scene, shader to make your demo slightly unique
Reference

Tutorial 13 : Normal Mapping