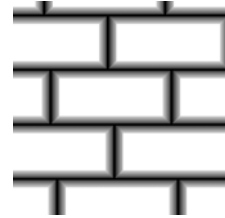


**Lab 3- csc 476**

**Due by final assessment to be demoed in lab**

**This project is to be worked on individually**

**Objective: Understand the basics of texture mapping and normal maps.**



Given the base code which displays a rectangle texture mapped with a rock texture (decal.bmp). Complete the frag.glsl program in order to add normal mapping using the bumpmap.bmp. Add a toggle mode to switch between the bump mapped view and the flat texture mapped view.