

Implement Environment Mapping

ECE 462 Computer Graphics Final Project

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Project Overview

- Demonstrates a skybox and moving objects reflected on the surface of a reflective object.

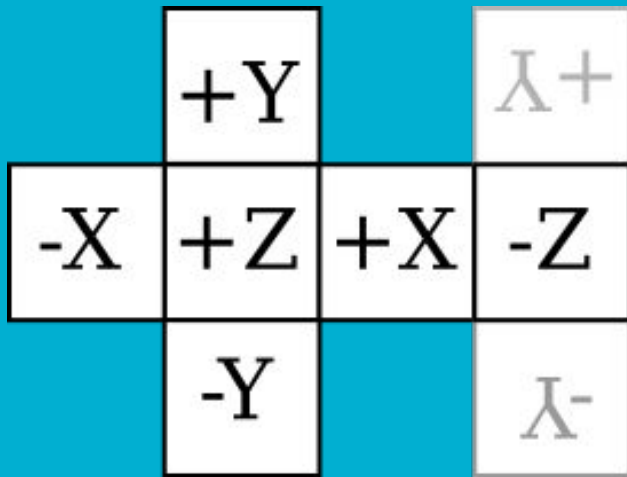


Environment Mapping

- Environment Mapping (aka reflection mapping):
 - A way of simulating mirror-like reflection from the surface of an object
- Key Elements:
 - Skybox
 - Cubemap texture
 - Framebuffer

Skybox

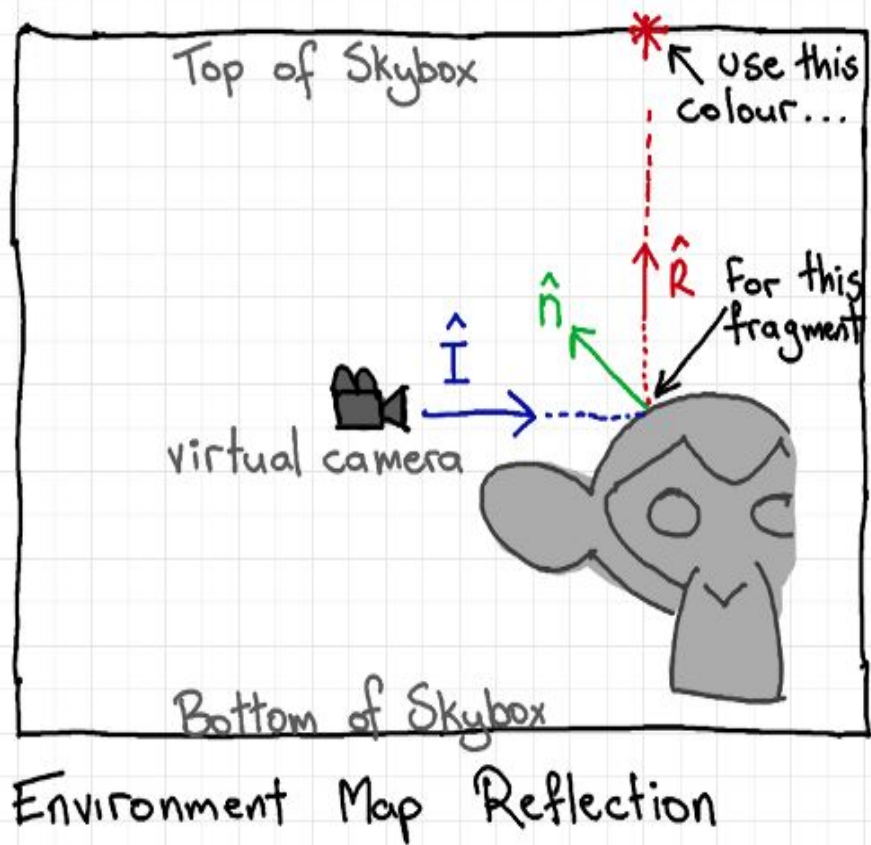
- A large cube that surrounds a scene and is textured with images that form a background for that scene, in all directions



Lancellotti Chapel in Rome, Italy

Static VS Dynamic

- Reflecting Static Environment Map
 - The skybox
- Reflecting Dynamic Environment Map
 - Moving objects
 - A color buffer & a depth buffer



Demo