

Angel: Interactive Computer Graphics, Fourth Edition
Chapter 9 Solutions

9.17 Actually if the map were digitized to a high resolution bump map, it would be difficult to tell it was not correct. In practice, we could probably notice the artifacts at the edges between the quadrilaterals created from the height map.

9.21 The main problem is to compute the proper rotation matrix by computing the normal, binormal and tangent vectors for each polygon in the mesh.