

CS 535 Fall 2006

Assignment 5—due Tuesday October 31st

In a nutshell, implement environment mapping and use it to render distant geometry and reflections.

- Build an environment map using your real world scene from your previous assignment.
- Create a scene with a chrome bunny (see [Stanford 3D Scanning Repository](#)) and a chrome teapot, placed in the room.
- Render the room (distant geometry) and the reflections with environment mapping.
- Make a video that shows off your scene, turn it in with the assignment.

Extra credit

- Photographic environment maps—see <http://www.debevec.org/> (2%)
- Mip-mapping of environment mapping (2%)

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