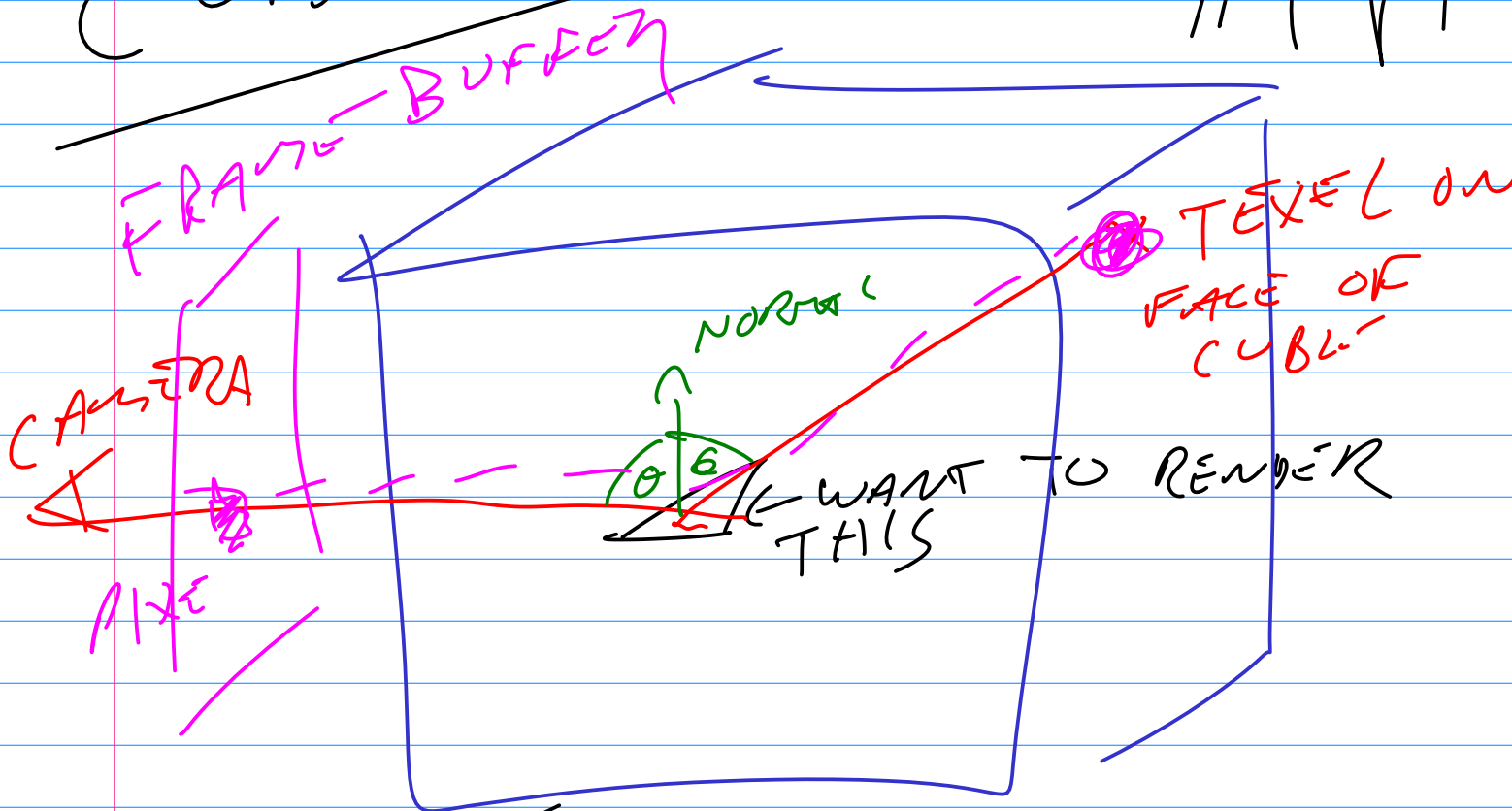


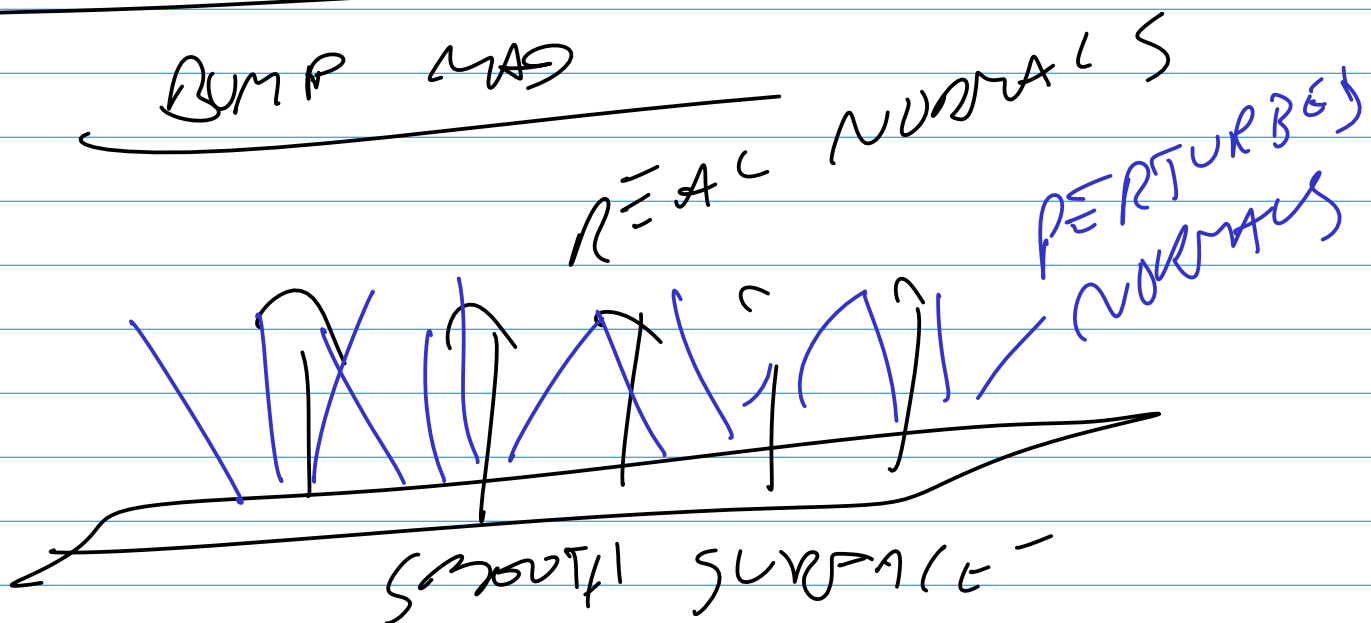
CUBEMAP

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SLIDE SET 14-1

BUMP MAP



USE PERTURBED NORMALS IN LIGHTING EQUATIONS