

Annotated References

1. Oshcheokov, A, 2015, *A Practical Guide On Normal Mapping for Games* [online]. Unknown: Superfranky. Available from: <https://drive.google.com/file/d/0B02IElvs8BcvYllmQWpXUGxod3M/view> [Accessed 10th May 2017].

This documentation goes through a thread of solutions for solving the issues happened during baking normal maps, from a practical aspect. It is an absolutely helpful guide for people using game engine and the people want to understand normal mapping in depth.

2. Pernroth, A, 2013, *Normals and Normal Map Theory* [online]. Sweden: Alvar Pernroth. Available from: <http://www.pernroth.nu/normals-theory/> [Accessed 20th May 2017].

An article explains the fundament of normal maps, from how vertex normals and face normal affect surface shading to the use of different types of normal maps. It is a rather short but informative article which helps people to understand about normal maps.

3. Polycount, 2016, *Texture Baking* [download], unknown: Drew 'r13' Risch, Available from: http://wiki.polycount.com/wiki/Texture_Baking [Accessed 21st April 2017].

The webpage covers a completed overview on texture baking. It offers a series of universal workflow which can apply to any artists regardless of what software they are using. Moreover, within the content, it also provides a number of extended reading relating to texture baking that goes into more depth. It is the article which is suitable for the people already having some experiences with modelling and baking and looking for more advanced knowledge about baking.

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