

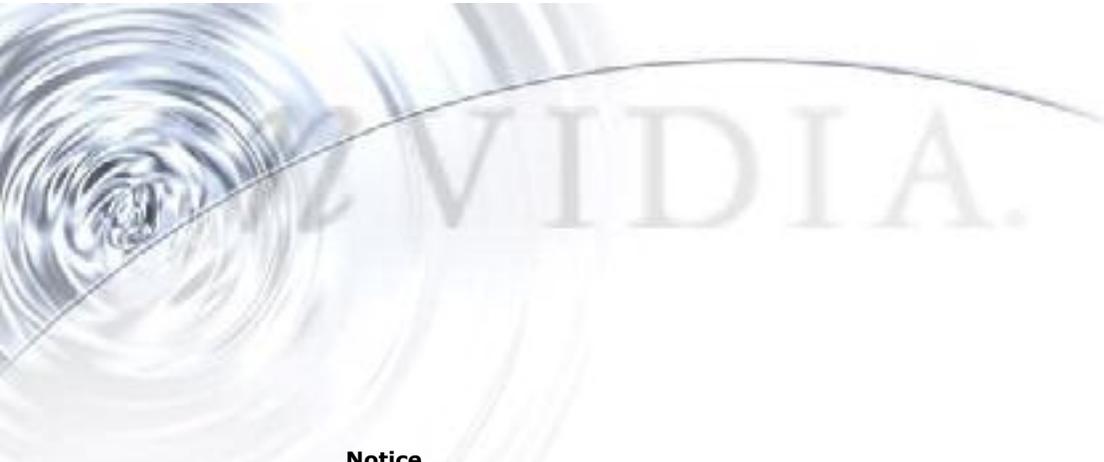
The Basic Usage of Bumpy Shiny Variations Sample

The Bumpy Shiny variations sample shows a variety of lighting effects and demonstrates Diffuse, Specular, Bump-Map, and Environment-Map lighting implemented using HLSL.

Table 1 lists the controls associated with this sample.

Table 1. Sample Controls

Key	Description
Mouse LMB	Rotate scene
Mouse CTRL+LMB	Zoom scene
Mouse SHIFT+LMB	Pan scene
Mouse RMB	Options menu
S	Toggle specular highlights
B	Toggle bump mapping
R	Toggle reflection mapping
N	Cycles through lighting options
Numpad +/-	Vary bumpiness of object
A/a	Vary ambient lighting
SPACE	Pause scene animation
T	Toggle debug draw of tangent basis
X	Toggle debug draw of world axis
G	Toggle debug draw of light position
W	Toggle wireframe
Esc	Exit



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