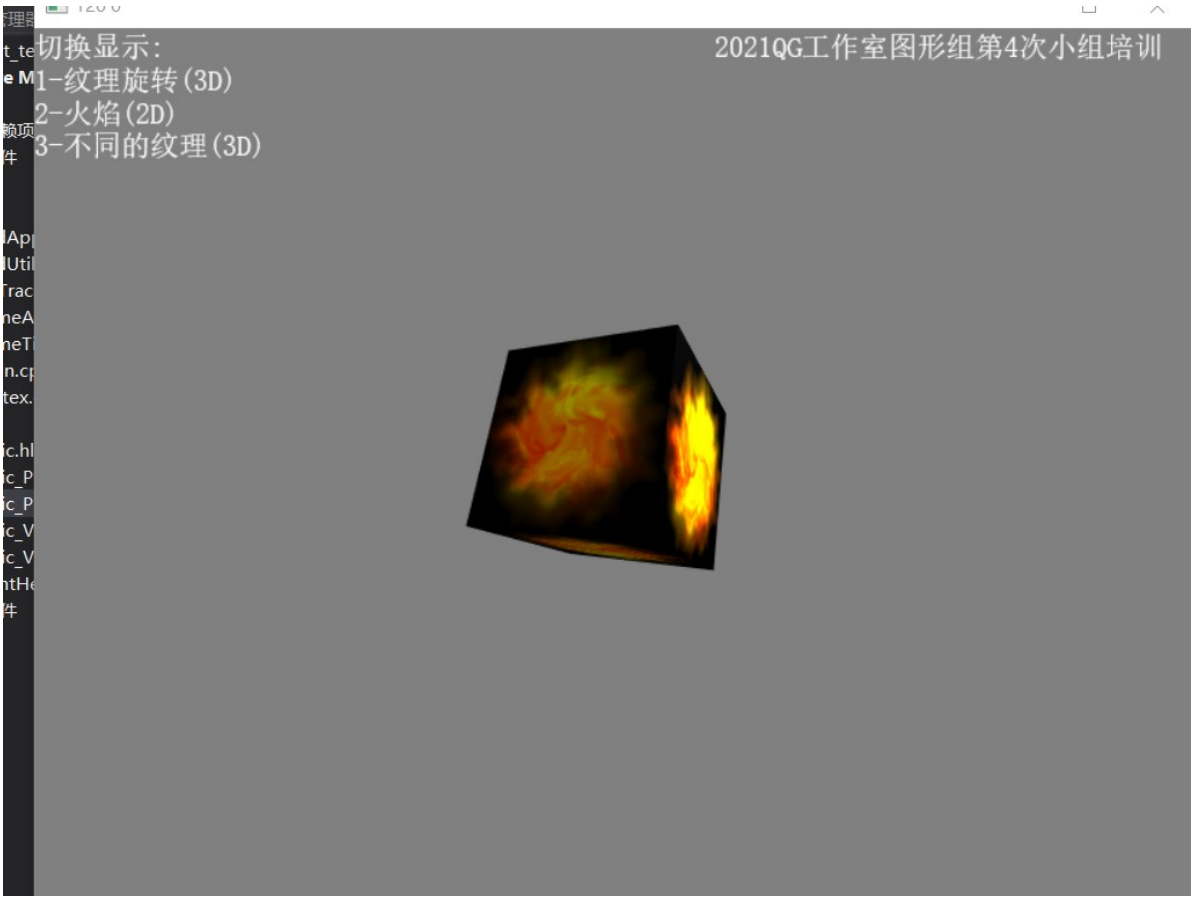
测试文档

1.纹理旋转

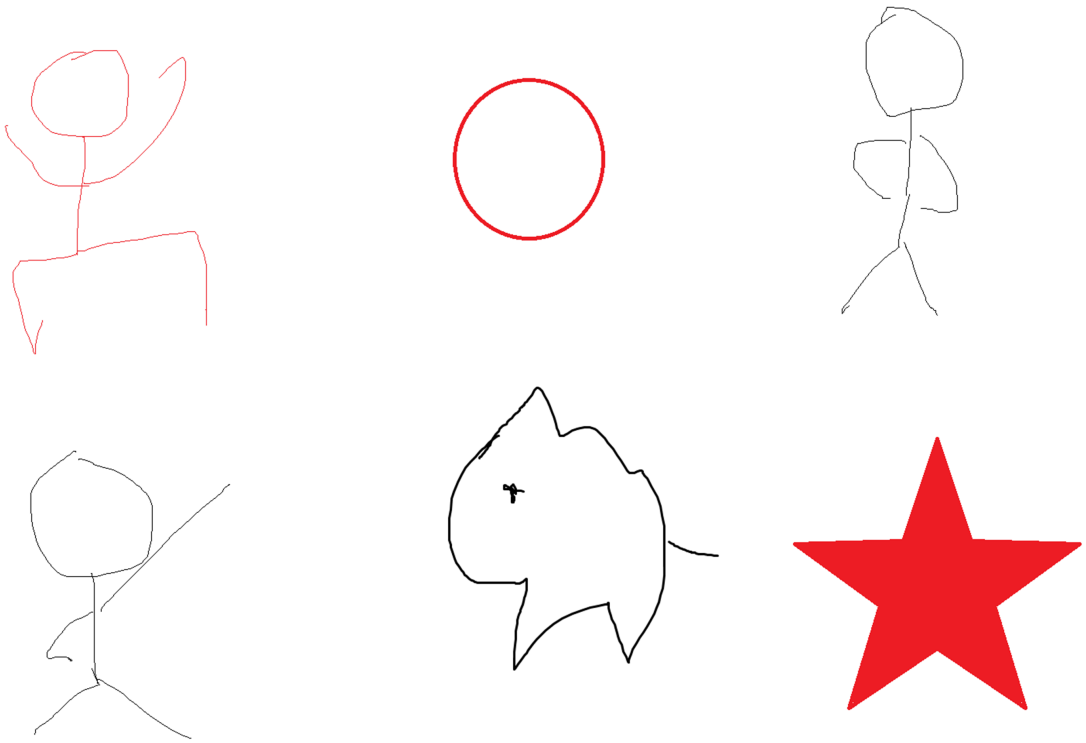
```
float4 texColor = g_Tex1.Sample(g_SamLinear, pIn.Tex) * a_tex.Sample(g_SamLinear,pIn.Tex);
float4 litColor = texColor * (ambient + diffuse) + spec;
litColor.a = texColor.a * g_Material.Diffuse.a;
```

使用 a_tex 加载alpha通道图，在像素着色器中修改如下代码

得到效果如下：



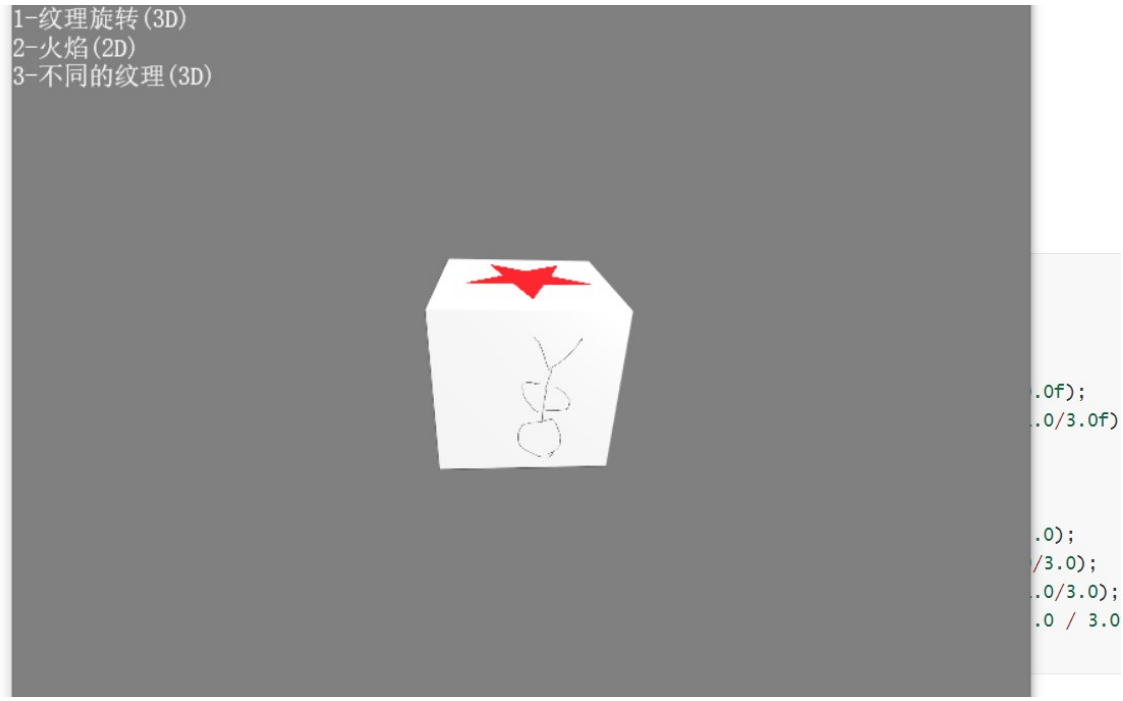
2.在正方体上的不同纹理



把六个面的纹理印在一张图上

```
            for (UINT i = 0; i < 3; i++)
            {
                vertexDataArr[i * 4].tex = XMFLOAT2(1.0 / 3.0 * i, 1.0/3.0);
                vertexDataArr[i * 4 + 1].tex = XMFLOAT2(1.0 / 3.0 * i, 0.0f);
                vertexDataArr[i * 4 + 2].tex = XMFLOAT2(1.0 / 3.0 * (i + 1),
0.0f);
                vertexDataArr[i * 4 + 3].tex = XMFLOAT2(1.0 / 3.0 * (i + 1),
1.0/3.0f);
            }
            for (UINT i = 3; i < 6; i++)
            {
                vertexDataArr[i * 4].tex = XMFLOAT2(1.0 / 3.0 * (i-3), 2.0 /
3.0);
                vertexDataArr[i * 4 + 1].tex = XMFLOAT2(1.0 / 3.0 * (i-3),
1.0/3.0);
                vertexDataArr[i * 4 + 2].tex = XMFLOAT2(1.0 / 3.0 * (i - 2),
1.0/3.0);
                vertexDataArr[i * 4 + 3].tex = XMFLOAT2(1.0 / 3.0 * (i - 2), 2.0
/ 3.0f);
            }
```

效果如图:



3.使用纹理数组制作火焰动画