CS435/535 Computer Graphics
Spring 2019
Project #5

Texture Mapping

Due: Mar. 29 by 11:59 pm

The project is to investigate texture mapping.

Modeling

- Build a simple scenario with a TV sitting on a table that stands at the center of a room. The room has three walls and a floor. It has no ceiling or front wall so a viewer can see the inside of the room. The walls shall be wallpapered, and the floor shall be carpeted. The table top shall be textured with wood. A show can be played on the TV.

Viewing

- The viewer's position and direction can be fixed, but the viewer shall be able the see the scenario clearly.

Interaction

- There are four buttons for interaction. The TV was initially off. It can be turned on using a Power On/Off button. Once the TV is on, it will repeatedly play a show that consists of a small number of frames. A Pause/Resume button can be used to pause the show. When the show is paused, the Prev and Next buttons can be used to move to the previous and next frame respectively. Hitting the Pause/Resume button again will resume the show. The TV can be turned off using the Power On/Off button.

Create a directory called *project5* under your cs435/cs535 directory. (Make sure the *Common* directory is also located under your cs435/cs535 directory.) Move into that directory, create two files: *texmap.html* and *texmap.js* for the project, and add necessary image files.

Submission Requirements:

- Make sure the *project5* directory contain the following files: *texmap.html*, *texmap.js* and all the necessary image files.
- The title of *texmap.html* should contain your name, CS435 (or CS535), Project #5.
- The *texmap.js* file should contain the following information at the beginning: CS435 (or CS535), Project #5, your name, a description of the program. Add other necessary comments whenever a part of the code is not obvious.
- Compress the *project5* directory into *project5.zip* and submit the compressed file as an attachment on Blackboard.