

## Requirements

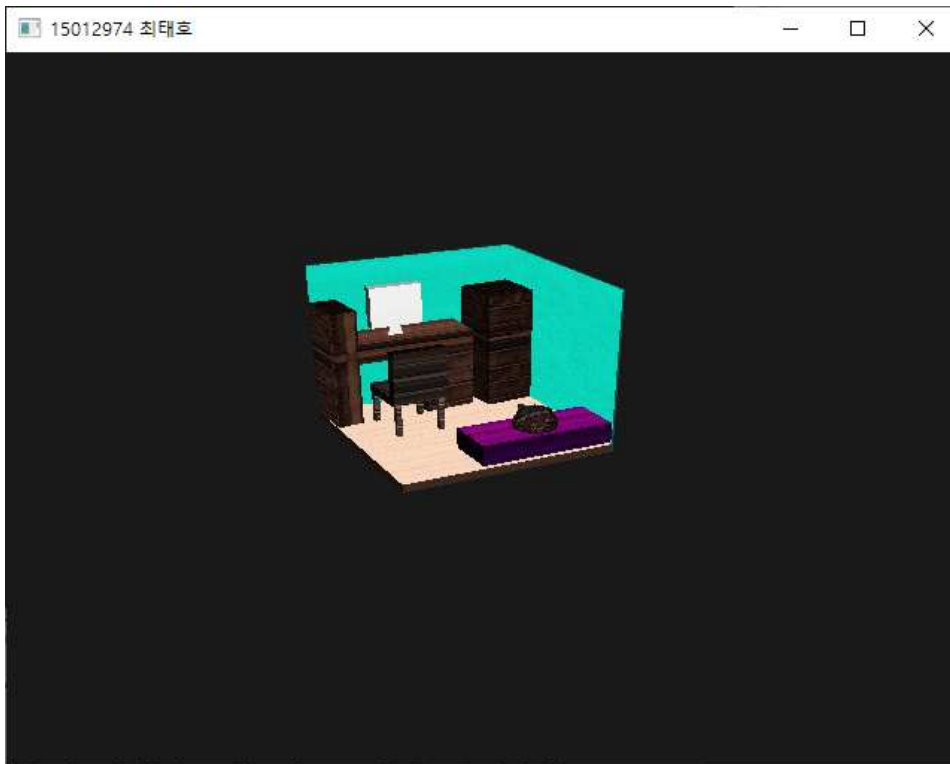
### 1. Read and load images for texture mapping

stb\_image.h 헤더파일 생성하여 #include "stb\_image.h" 해주었고 다음과 같이 이미지를 로드했습니다.

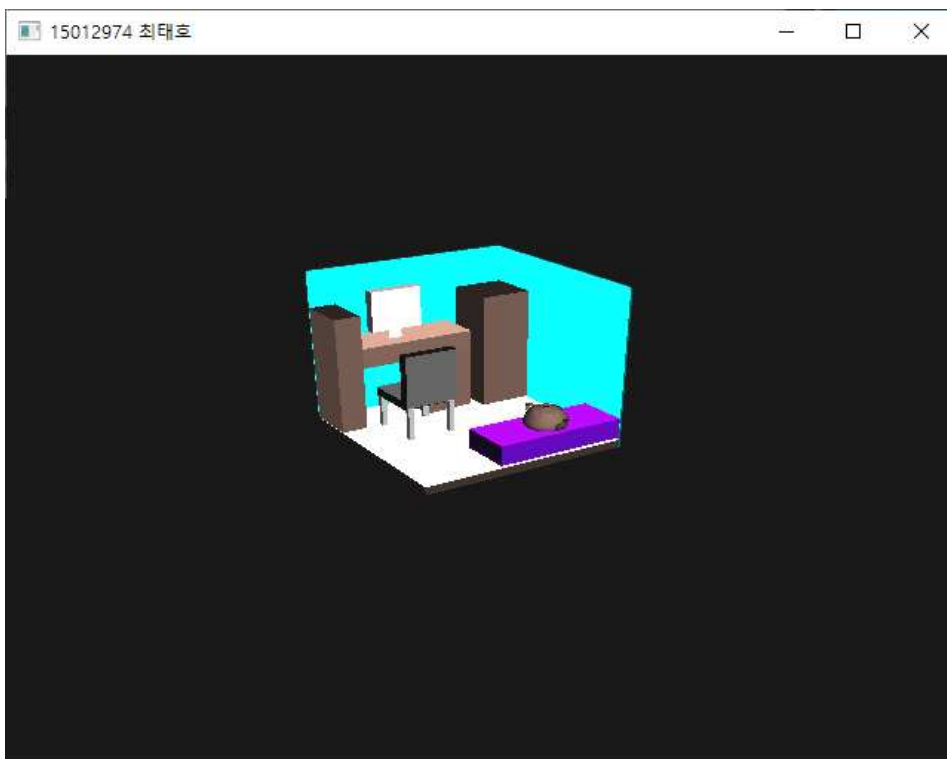
```
unsigned char* data = stbi_load("container512.jpg", &width, &height, &nChannels, 0);  
glTexImage2D(GL_TEXTURE_2D, 0, GL_RGB, width, height, 0, GL_RGB, GL_UNSIGNED_BYTE, data);
```

### 2. Texturing (Use a Keyboard)

Case 1 : "Texturing - On"



Case 2 : "Texturing - Off"



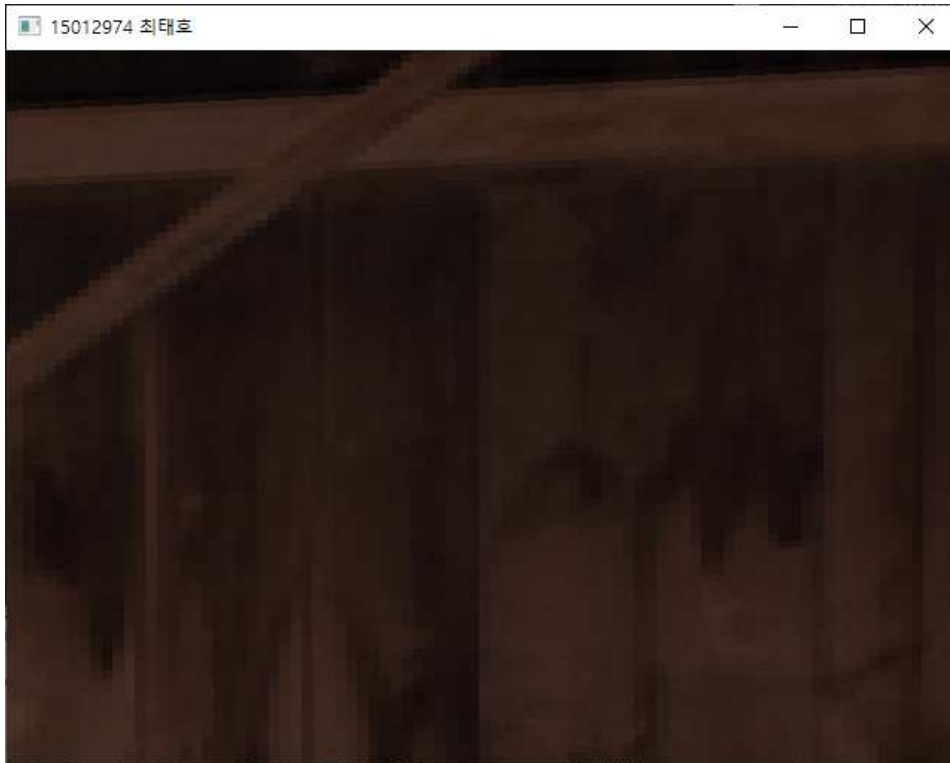
### 3. Texture - Modulate

```
glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE, GL_MODULATE);
```

### 4. Filtering (Use a Keyboard)

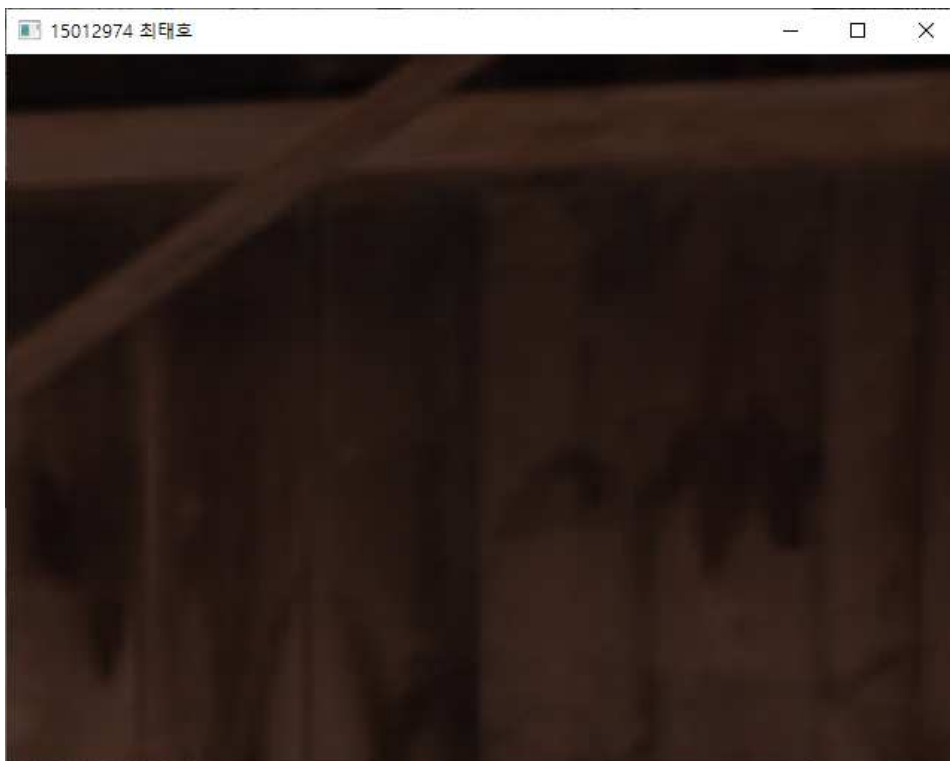
#### Case 1 : "Simple Filtering"(Looks Bad)

```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_NEAREST);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_NEAREST);
```



#### Case 2 : "Smooth Filtering"

```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
```



## 5.ETC

Wrapping모드는 GL\_REPEAT를 사용했습니다.

```
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_REPEAT);  
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_REPEAT);
```

wall.jpg



container.jpg



floor.jpg



teapot.jpg

