

# Assignment 5:

## Texture mapping

- Task: Add the texture mapping functions
- Notes:
  - There are some changes compare to the overview presented on the class. So just follow the new version.
  - Need to do the perspective correction:  
[http://en.wikipedia.org/wiki/Texture\\_mapping#Perspective\\_correctness](http://en.wikipedia.org/wiki/Texture_mapping#Perspective_correctness)



- Deadline: **April 13<sup>th</sup> 2023 at 11:59 PM**