CS4395

Project 3

Texture Mapping

Given the following Code from:

<http://www.cs.unm.edu/~angel/WebGL/7E/07/textureCube1.html>

Create and apply the following textures:

1. Wood
2. Glass
3. Chrome
4. Your own custom texture

Provide the edited code, all corresponding files, and snapshots of each output. As always, add your name, class, and date created in the header comments in the program.

Upload to your home directory on Mythi in a folder called Project3.