This week we talked about textures. Texturing takes a surface and changes it at every spot with an image. We talked about bilinear filtering towards the middle of the class. This is used to smooth textures when you magnify or minify them. It interpolates between 4 points to represent the pixel. We also talked about trilinear filtering which is interpolated between 2 mip levels. You can also filter the texture by using point-sampling or anisotropic filtering. When rendering it can output a texture instead of a frame buffer. The frame buffer is what the rasterization pipeline stores. The slides went over blending. That is when there are multiple objects and one is see-through. It blends the colors of the object behind and the object in front.

The homework this week was one of the hardest homework for me. Most of it was easy to follow and easy to do. The first todo caused me a lot of trouble. I thought I had the movement right but then I went back to the video of class and saw that my movement was wrong. I had a lot of trouble trying to figure it out. Then I had a problem with Todo 9 and 10. I was trying to do it but every time I tried to sort it, it would make all geometry disappear. I then noticed that when I finished todo 8 it wasn't what it was expected. I looked and at the end of todo 8, it looked exactly like it should at the end of todo 10. I even tried to seek help from chatGPT for this issue but it was of no use.

I did not seek help from the TA or professor but I should have because I had trouble with the homework. I did seek help from my partner and he did help me.
https://chat.openai.com/share/2abee158-8c14-47b6-8002-f6cb5e9f16b0
These pictures are from before I fixed the movement.