

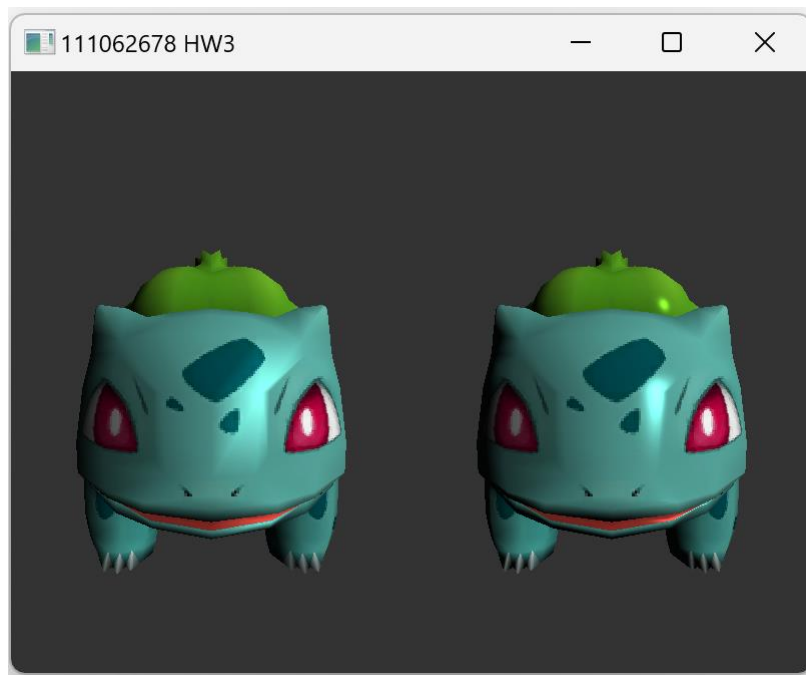
## 計算機圖學 HW3 Report 111062678 卓榮祥

### 完成清單：

- ✓ Textured model rendered
  - ✓ Magnification texture filtering mode switch
  - ✓ Minification texture filtering mode switch
  - ✓ Texture transform
  - ✓ Report
- 

### Textured model rendered

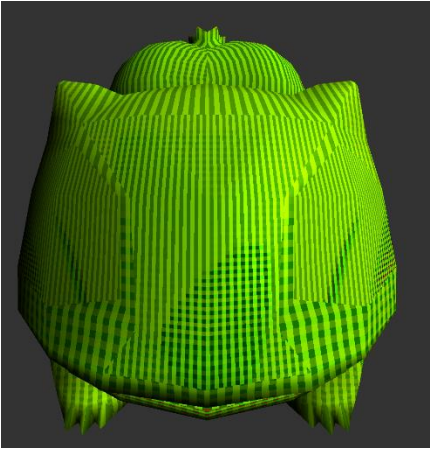
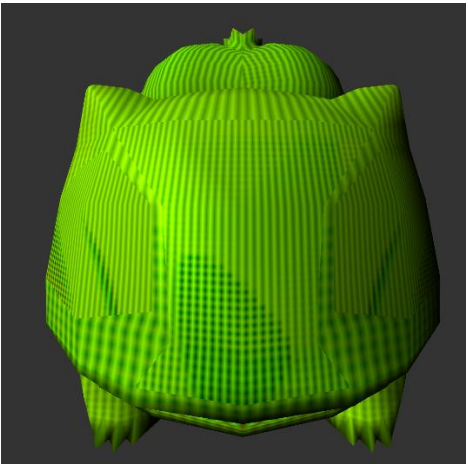
Call OpenGL API 來進行 Textured model 的 rendered。



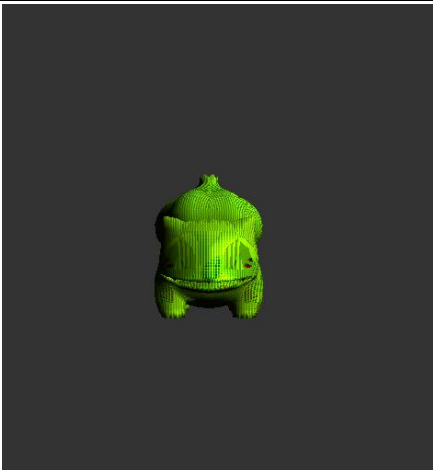
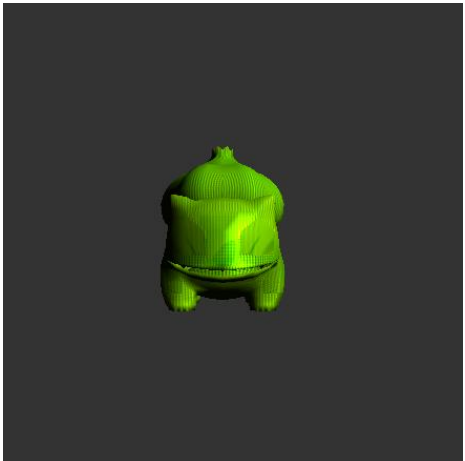
### Magnification& Minification texture filtering mode switch

修改 glTexImage2D API 的參數以便觀察 magnification、minification。

### Magnification：

| nearest   | linear   |
|---|--|
|  |  |

Minification :

| nearest  | linear mipmap linear  |
|--|---|
|  |  |

## Texture transform

建立 `offset_x` 和 `offset_y` 兩個陣列來計算 texture transform 的位址。

```
GLfloat offset_x[7] = {0, 0, 0, 0, 0.5, 0.5, 0.5};
GLfloat offset_y[7] = { 0, -0.25, -0.5, -0.75, 0, -0.25, -0.5 };
```

