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COSC-556 F22
MW 11:00
Lab 5 - Texture Mapping

- 1) Code Works, cube spins when 'A' is toggled.
- 2) Added my images.
- 3) Added functionality for switching images. Keybindings:

- A : rotate cube animation
- 1 : Image 1 (default image)
- 2 : 256x256 Image
- 3 : 500x500 Image
- 4 : 512x512 Image

- 4) The 500x500 image would not work initially. Images that are not a power of 2 would not work with my implementation of WebGL. This article on MDN Web Docs helped me get the image to work:

https://developer.mozilla.org/en-US/docs/Web/API/WebGL_API/Tutorial/Using_textures_in_WebGL

This solution didn't seem to work with the 9-tiled version on non-power-2 images.

- 5) Created the 9 tile file called "Bozer-Lab5Exercise-Tiled".
- 6) Created the center stretched file called "Bozer-Lab5Exercise-Clamped"