

Homework 3 - Readings Ch5

1. What is the difference between using multiple buffers to store vertex data vs. interleaving vertex data in one buffer?
2. Describe the two process that take place between the vertex and fragment shaders.
3. In the context of the fragment shader, describe how varying variables can be used to interpolate data among fragments.
4. In the context of texture mapping, what is a magnification method? Enumerate and explain different methods.
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