A3—Texture Mapping

*Due: Monday October 5 at noon*

1. Expand your rendering engine with the following features:
2. Model space rasterization parameter interpolation in FrameBuffer.cpp Func: WolrdSpaceInterpolation
3. Texture mapping with tiling and with bilinear interpolation lookup

In Texture.cpp Func: Fetch

1. Create a texture mapped scene with at least 5 texture quads
   1. At least one texture should be acquired by you with a camera First Plane with fish
   2. At least one texture should be tiled Second Plane
   3. At least one texture should be downloaded from the web The Fish
   4. At least one texture should capture complex lighting
   5. At least one texture should capture a reflection
2. Render a 10s 30Hz 720p video sequence illustrating your scene.
3. Extra credit 3%: Lighting
   1. Ambient, diffuse, and specular per pixel lighting

In PointLight.cpp and FrameBuffer.cpp

1. Extra credit 3%: Mipmapping
   1. Texture LoD should be adapted to screen not implemented
2. Extra credit 3%: Sprites
   1. Support textures with transparent texels not implemented
3. Turn in via blackboard one zip archive that contains
   1. Source code
   2. Executable
   3. Video file

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