

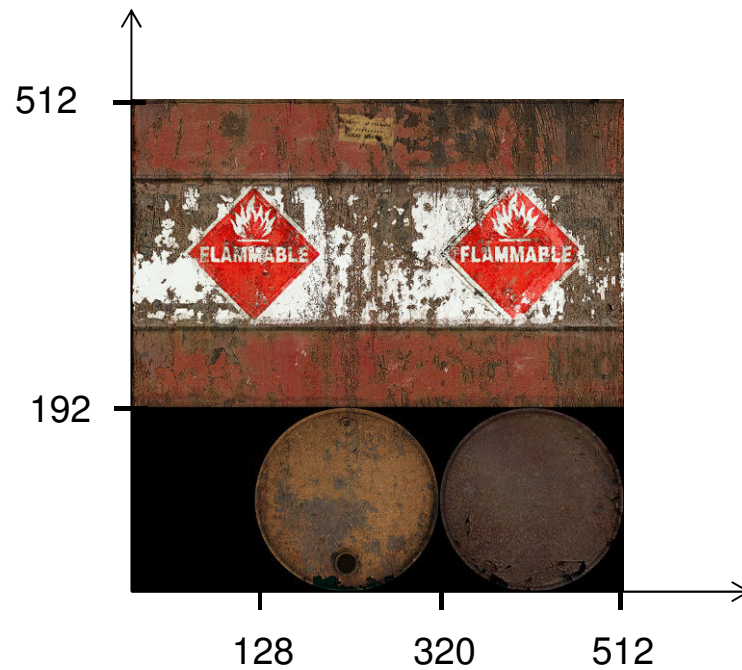


## Texturas Cilindro

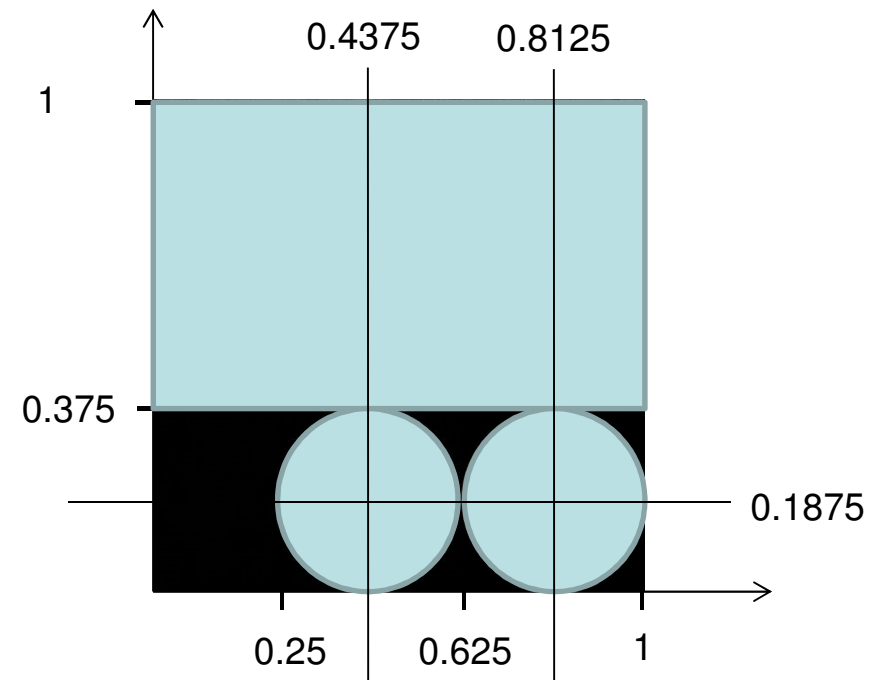


# Texture Atlas

Imagem

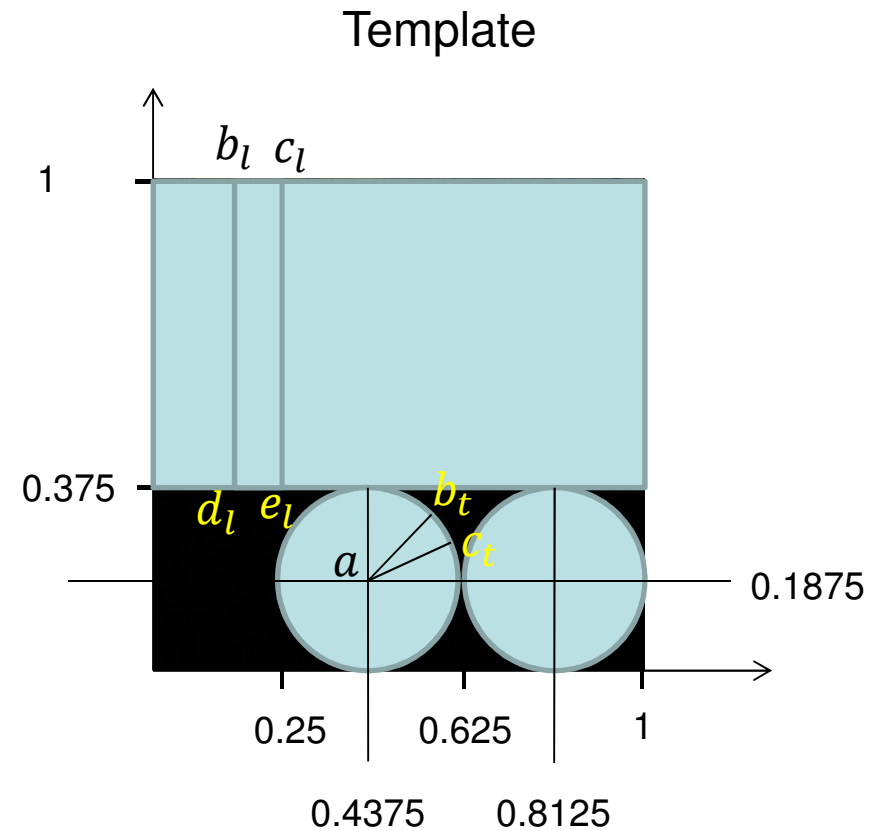
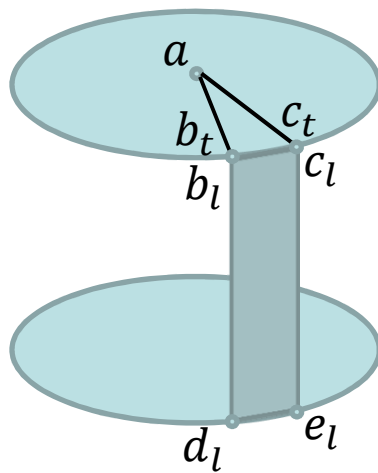


Textura





# Coordenadas de textura





# Exercício

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- Calcular as coordenadas de textura apropriadas para um cilindro tendo em conta a imagem fornecida