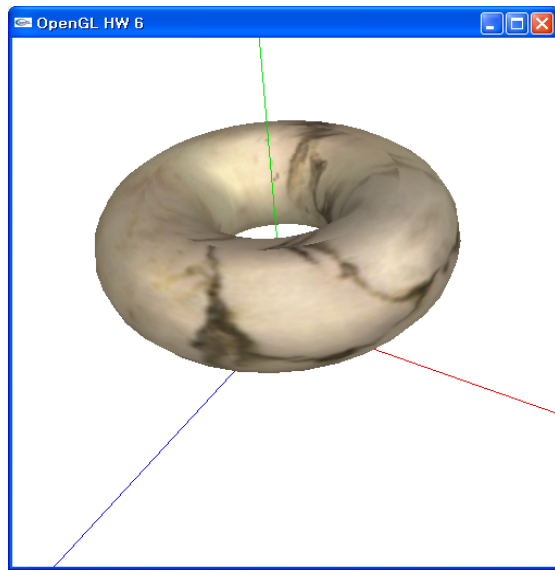


# Texture Mapping

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**Min Gyu Choi**

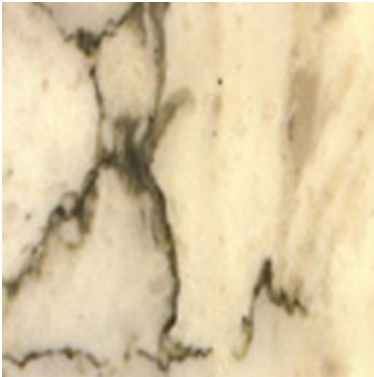
**Kwangwoon University**

# Texture Files

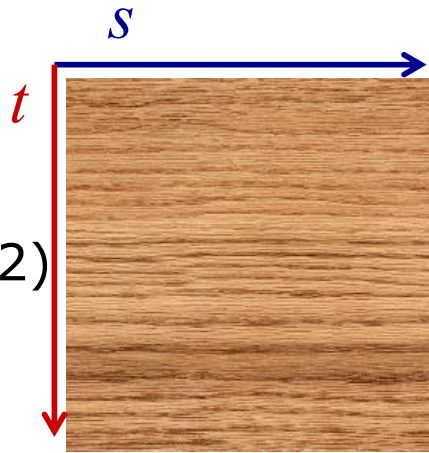
---

## □ RGB textures

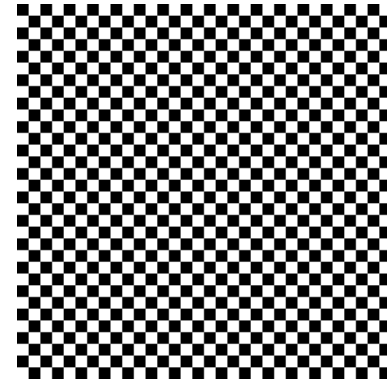
(1)



(2)



(3)



# Texture Files

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- **.raw files of 512 x 512 (width x height)**
- **.raw format doesn't have any header**
  - Color image: 3 bytes for each pixel R,G,B value
  - Grayscale image: 1 byte for the alpha value

# Requirements

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- ❑ Draw a shaded torus
- ❑ Draw a textured, shaded torus
  - Set the s-t coordinates as in the figure
  - '1', '2', '3' keys to select textures

