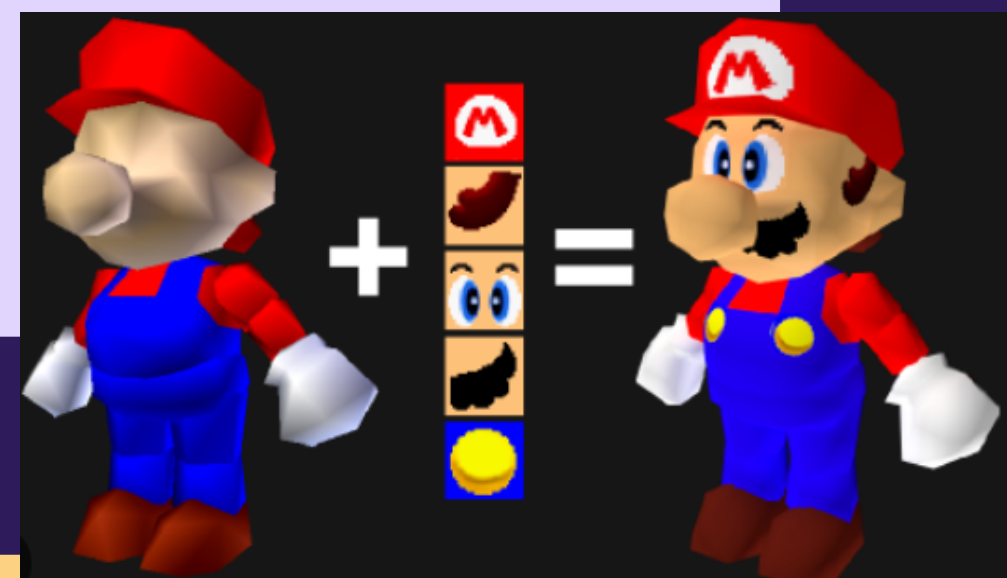
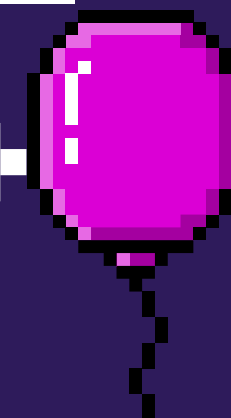
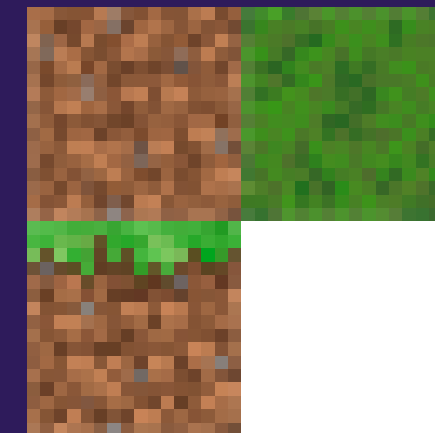
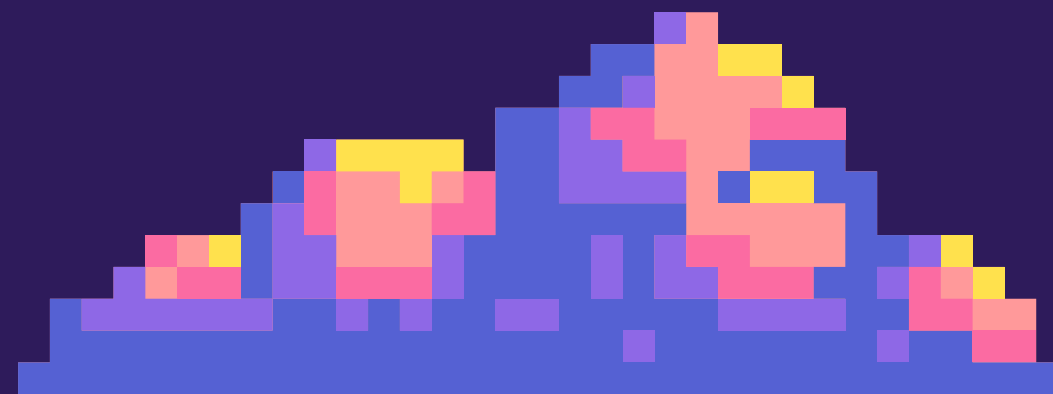
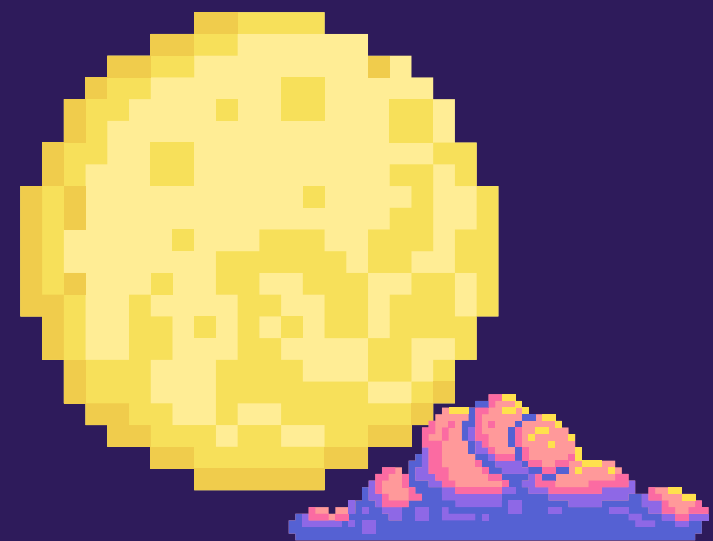




# AUXILIAR 4: TEXTURAS

CC3501

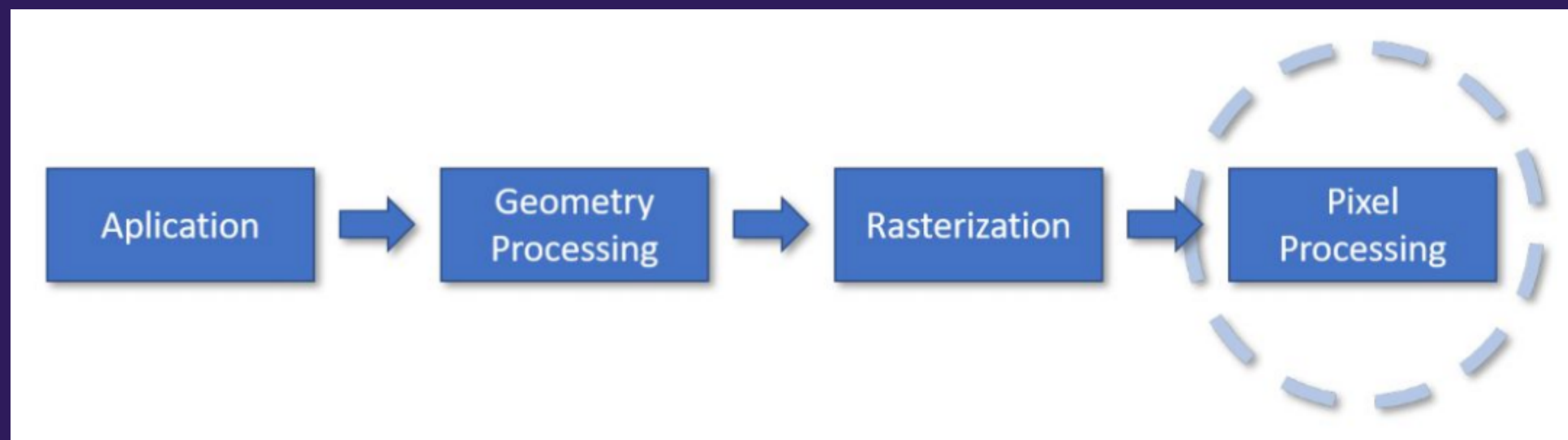




# QUE SON LAS TEXTURAS?




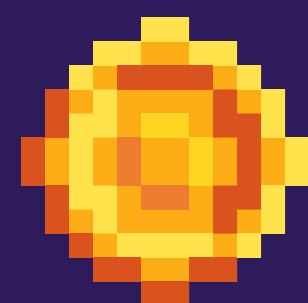
¿DÓNDE SE APLICAN?



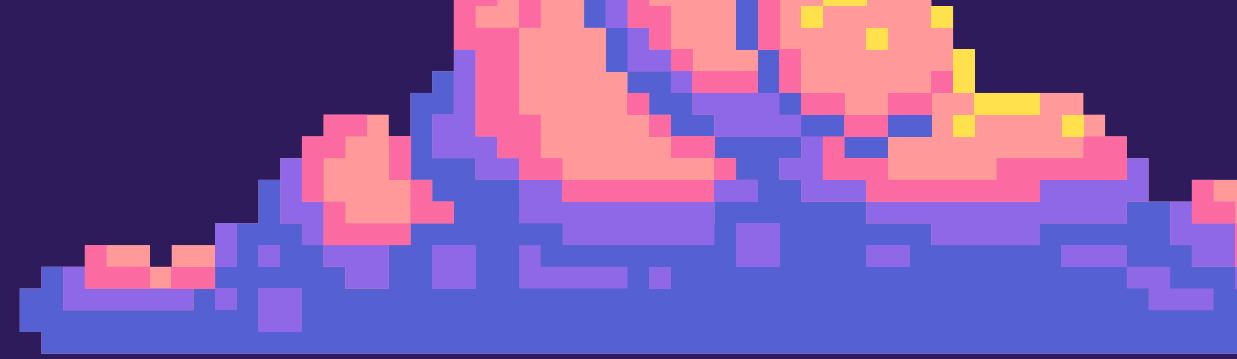
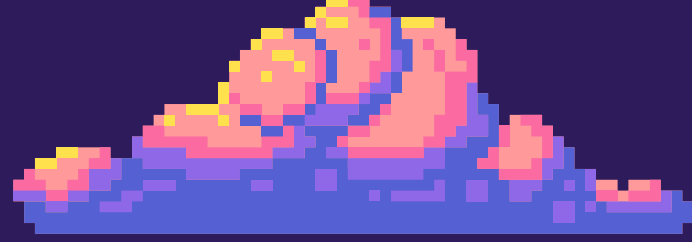


# COMO SE MAPEAN?

Se debe definir que partes  
de la textura (png/jpg) van  
a estar asignadas a cada  
vertice del cuerpo

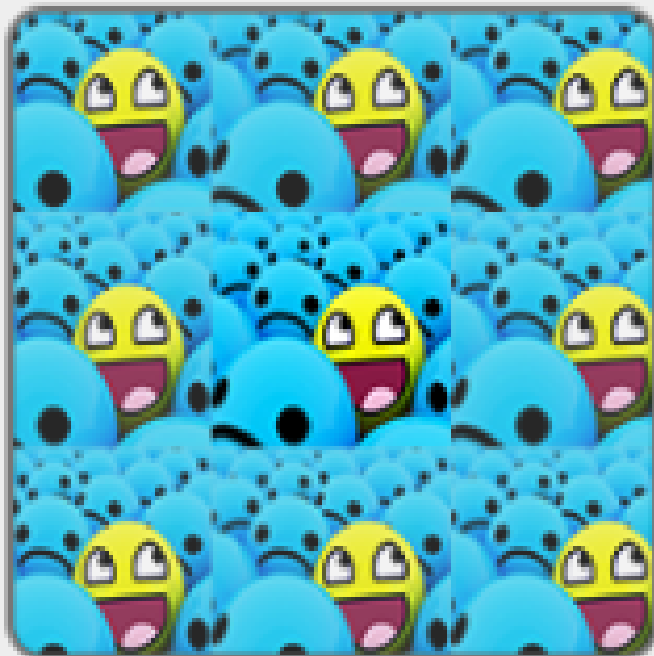


```
vertices = [  
    x, y, z, tx, ty,  
    ...  
]
```

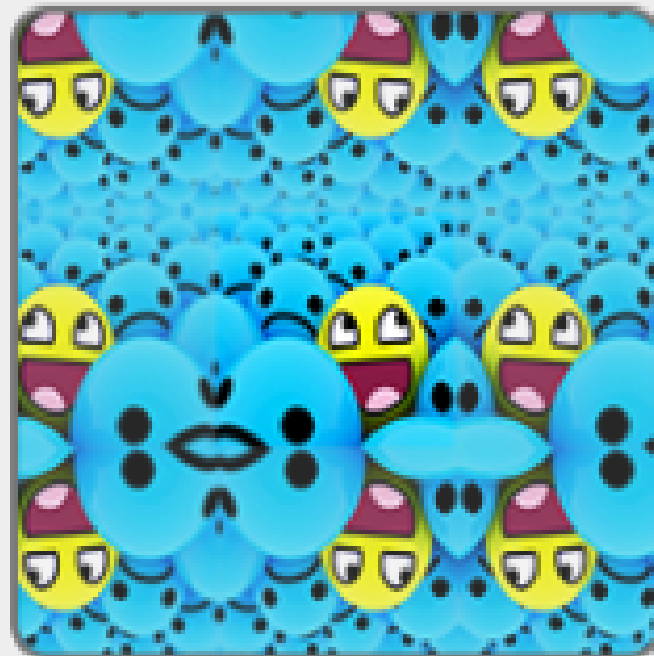


# PARAMETROS

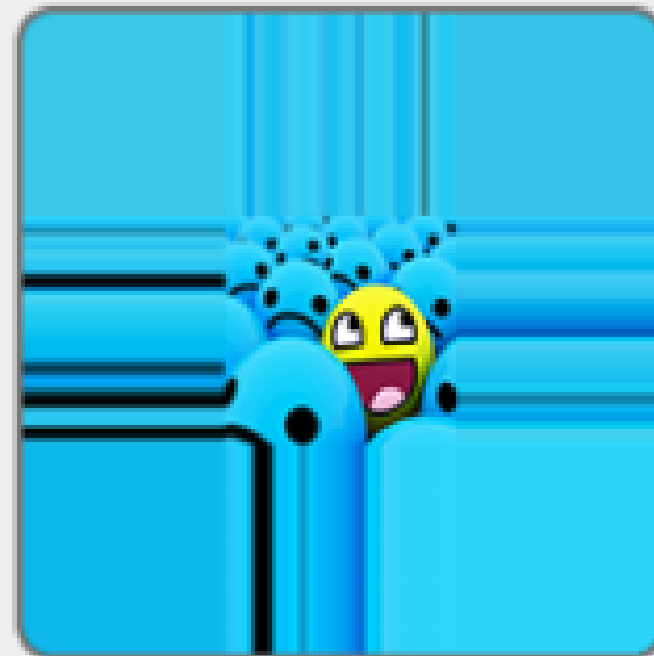
## WRAP MODE



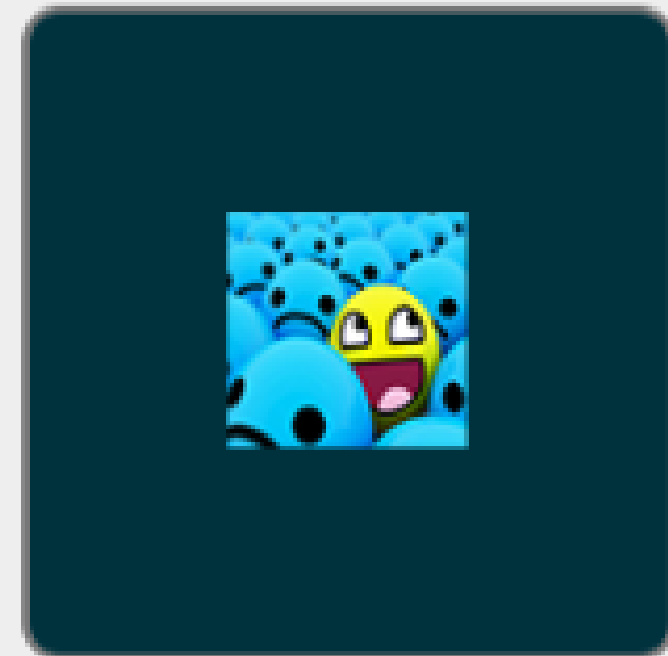
GL\_REPEAT



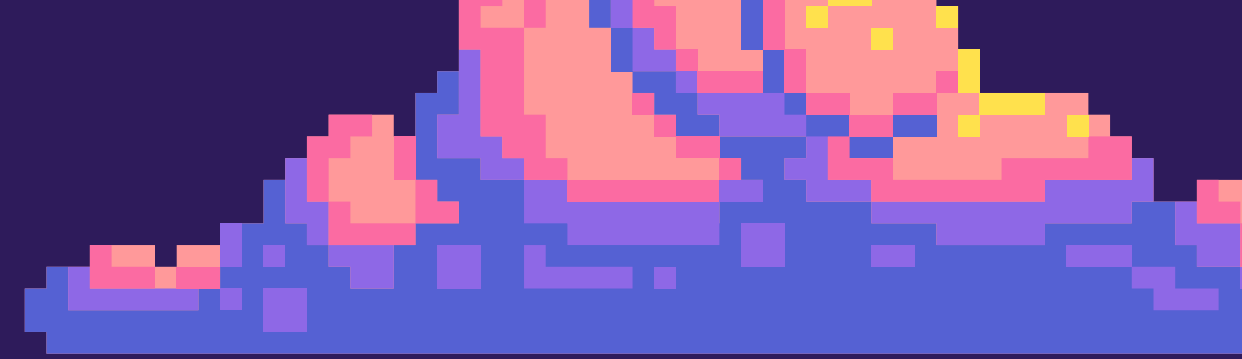
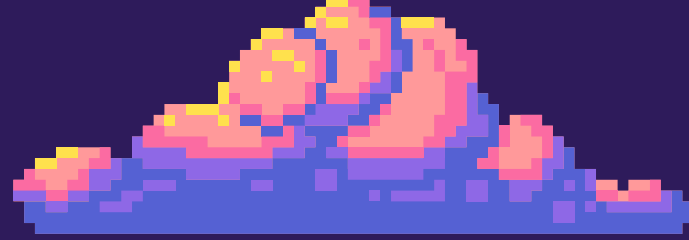
GL\_MIRRORED\_REPEAT



GL\_CLAMP\_TO\_EDGE



GL\_CLAMP\_TO\_BORDER



# PARAMETROS

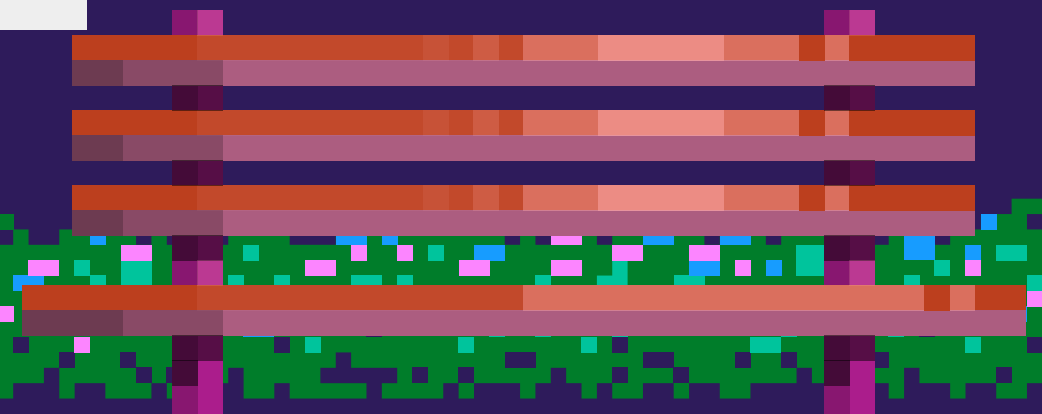
## FILTER MODE



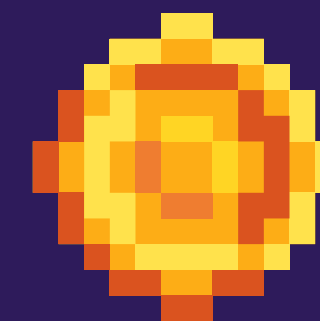
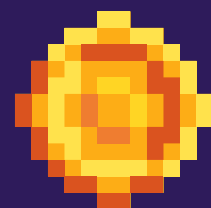
GL\_NEAREST



GL\_LINEAR







¡VEAMOS CÓDIGO!!!

