# CS-550- Intro to Computer Graphics

Project - 5 - Texture Mapping

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I have created six planets, one moon, one dwarf planet namely - Venus, Earth, Jupiter, Saturn, Neptune, Uranus, Moon, Pluto. I have created all this with the textures using bmp files and I also created a light source where when we hit the 'L' button it will show the light reflecting on the planets which shows day and night sort of things. When we are in light mode I have used GL_MODULATE and if we are not in lighting mode I have used GL_REPLACE.

We can change between the planets using the keyboard, for example if we hit the 'E' button earth will show up and 'V' button venus will show and so on. There are also modes like lightmode, texturemode, earth mode, venusmode, and so on which helps us to toggle between planets and between textures and between lighting. We can also freeze the animation of lighting with the button 'F'
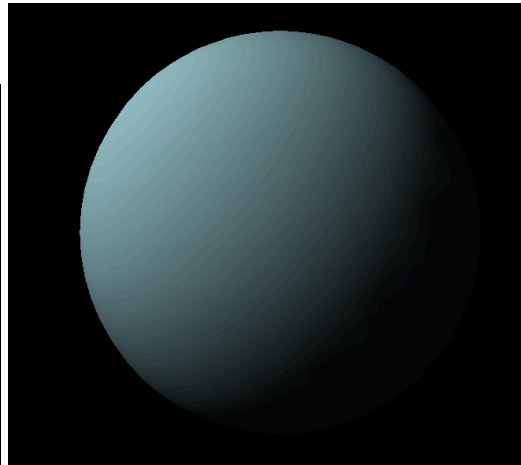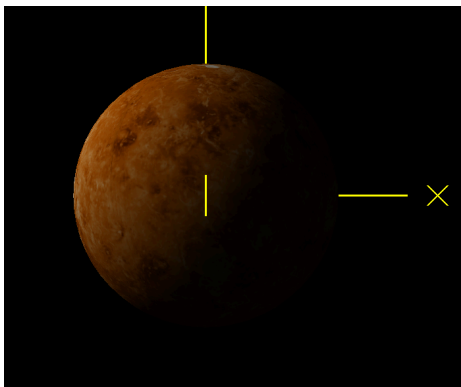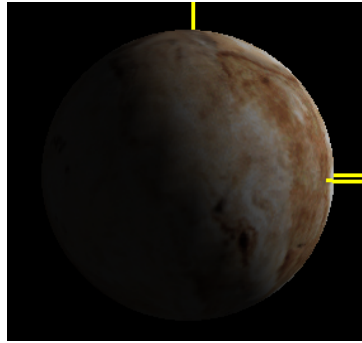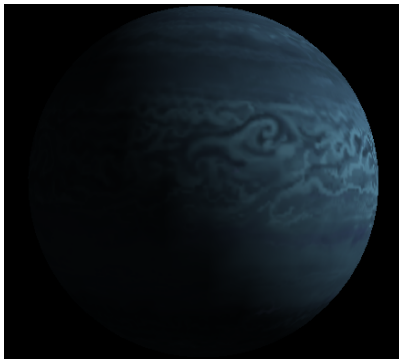
Just Textures
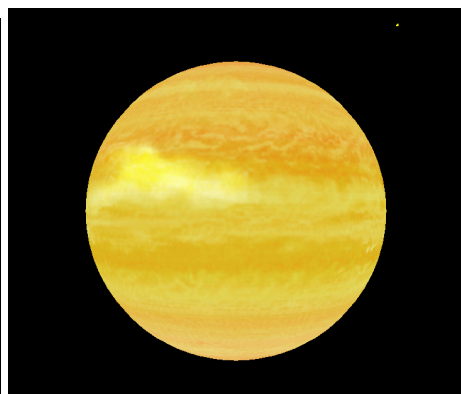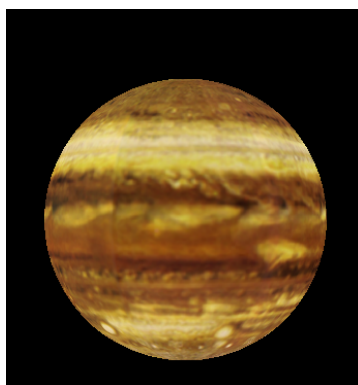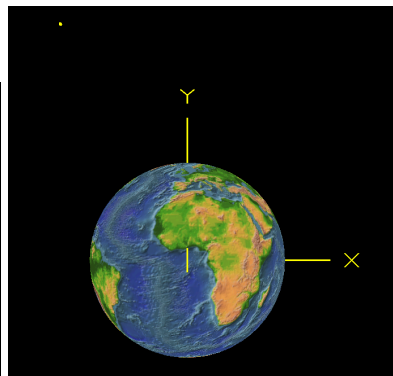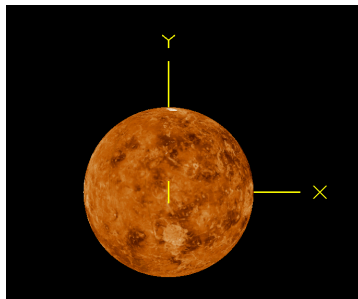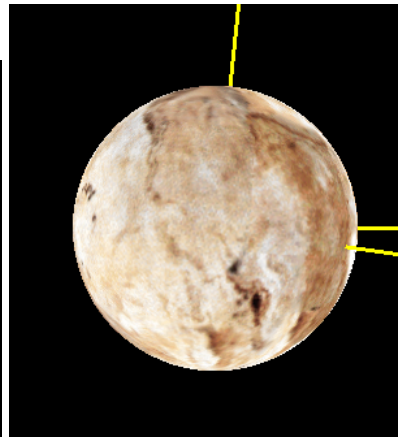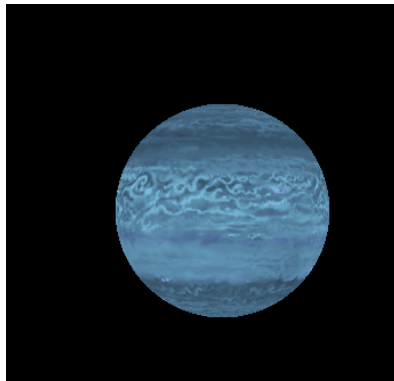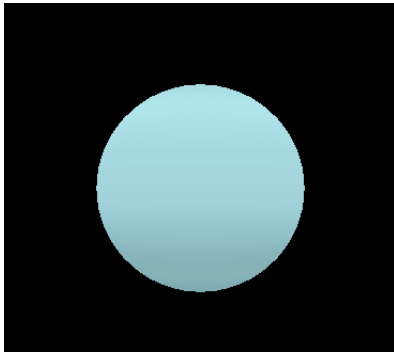
With Lighting
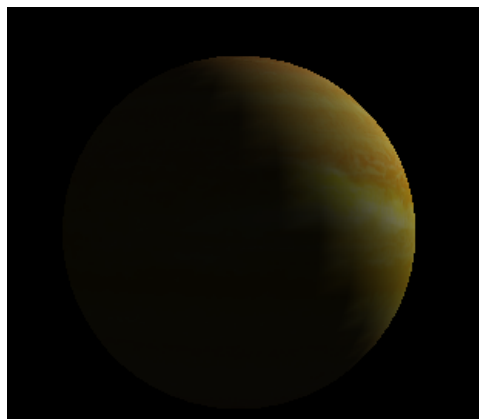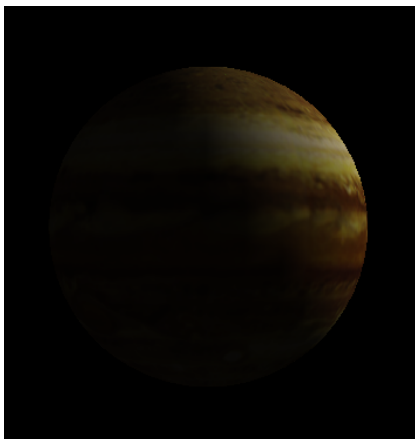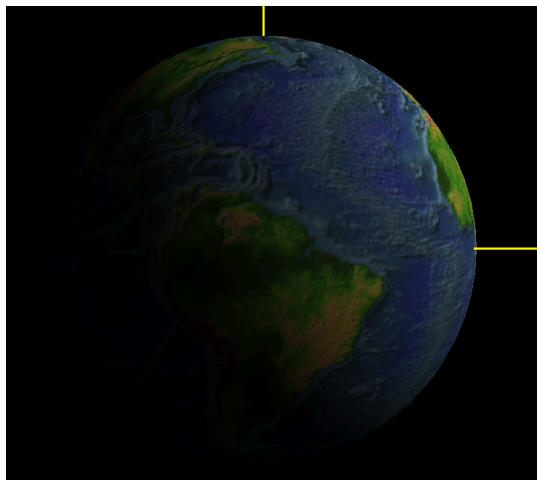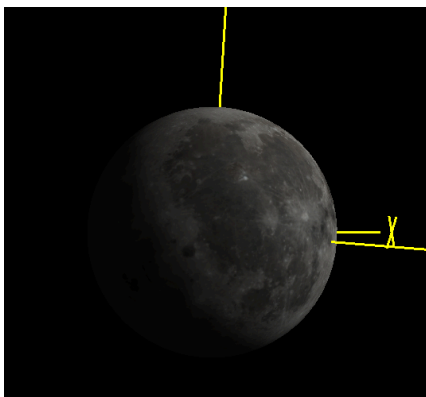
Without Texture
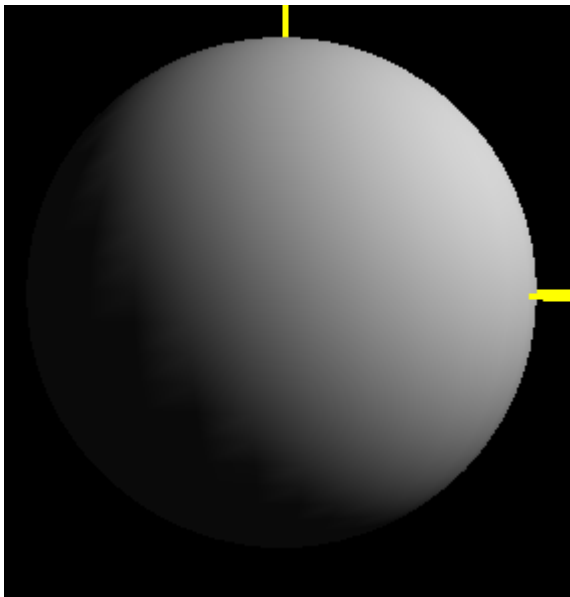
Video Link - https://media.oregonstate.edu/media/t/1_kqudb3ge