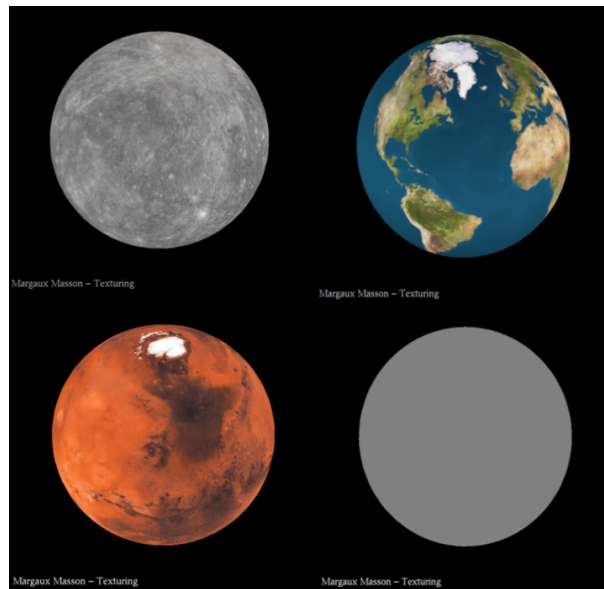


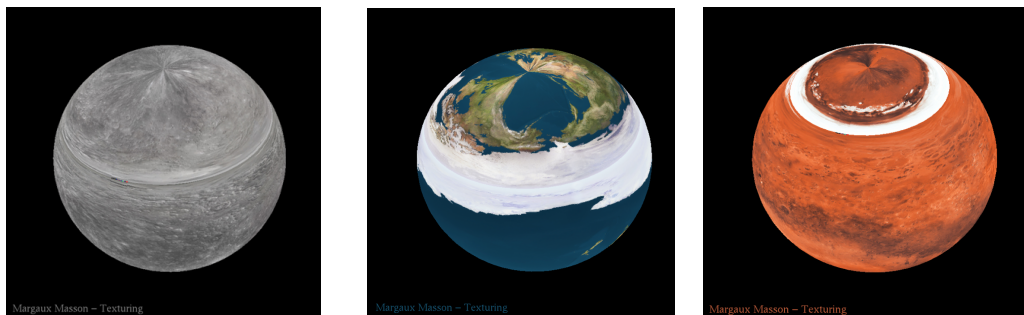
Project #3 CS 550 Texturing Mapping

Margaux Masson

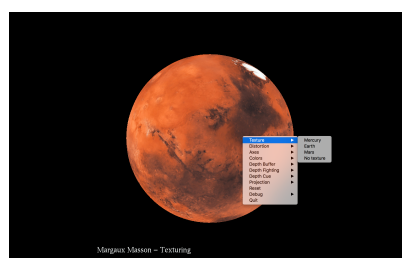
massonm@oregonstate.edu



Three textures (Mercury, Earth & Mars) and the sphere without texture (blob-ish grey object)



Three textures (Mercury, Earth & Mars) with distortion



Right-mouse-button menu option (we can also switch texture and enable/disable the distortion using the keys “t” and “d”)