Computer Graphics I
Project 3 -- Textures

Description

In this project you will use a variety of methods to apply textures to objects. The project may be done using WebGL or C/C++ and OpenGL.

Details

In this project you will apply both a texture map to an object and a procedural texture. The objects will be set up to rotate so that the entire texture can be seen.

Because we are doing two types of textures for the objects you will need to have two different shader programs to render the objects. This is a change from our normal handling where we used only a single shader for all the objects.

Hints

My suggestion is to place the two objects that you are going to texture in the scene and set up rotation first. After that is working correctly, my suggestion would be to add the texture map to one of the objects (you may want texture coordinates for this map!). I would then set up the program and procedural shader for the second object (realize that both objects could be identical objects with different shading programs).

Submission

You should submit all your source code in the space provided on BlackBoard. If you are doing a WebGL version this should include all files (.html, .js, and .jpg). If you are doing OpenGL with C/C++ it should include all your source files and the image files that you are using.