

slide 3

a) → Pode ser qualquer modo de wrap

$(0,1), (1,1), (1,0), (0,0)$

b) → Qualquer wrap

$(\frac{1}{2}, \frac{1}{2}), (\frac{1}{2}, 1), (1, 1), (1, \frac{1}{2})$

slide 4

c) $WRAP_S = GL_REPEAT$ **MIRRORED_REPEAT**

$WRAP_T = GL_CLAMP_TO_BORDER$

$(0,0), (0,2), (2,2), (2,0)$

d) $WRAP_S = GL_CLAMP_TO_BORDER$

$WRAP_T = GL_CLAMP_TO_BORDER$

$(-2,-2), (-2,1), (1,1), (1,-2)$

↑ Edge, caso
seja suposto
esticar o último
pixel

slide 5

e) → Qualquer wrap

$(0, \frac{0}{4}), (0, \frac{3}{4}), (\frac{0}{4}, -1), (\frac{3}{4}, -1), (1, \frac{3}{4}), (1, \frac{1}{4}), (\frac{3}{4}, 0), (\frac{0}{4}, 0)$